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ONIMUSHA™ 2

Samurai's Destiny

OFFICIAL STRATEGY GUIDE

by Dan Birlew

380904

This guide is based on a Mature Rated game.

MATURE M CONTENT RATED BY ESRB

CAPCOM

Team Oni Mini-Game

Clear *Onimusha 2*, even on Easy Mode, to unlock the Team Oni mini-game in the Special Features menu. The objective behind this incredibly challenging dare is to complete the game using a certain character's abilities during several tough situations. You can switch between characters by pressing the R3 button (right analog stick). If your character dies, you must choose another character with whom to continue the game.

You can play as Jubei, Oyu, and any of the sub-characters, but only after you've played as them in the main game! To make a sub-character (such as Kotaro, Magoichi or Ekei) playable in Team Oni, you only need to play as them in the main game and then save. You do not have to complete the whole game after playing as the sub-character.

Therefore, Team Oni becomes much easier once all the characters are unlocked. Each time you play, your score is recorded on an arcade style ranking screen.

Try to beat my score, if you can!

1. *You start as Jubei each and every time. Your health is constantly diminishing, so head through the doors!*

2. *Switch to Kotaro and hack through Jaido lizardmen in the Coliseum. They will smash the pots, so inject that energy!*

3. *Entering the next room, use Kotaro's magic stealth attack and slice through these Oda Samurai as swiftly as possible.*

4. *During this brief stop at Takajo's house, your Power Meter is safe. Grab Oyu's* ***Phirangi*** *and Jubei's* ***Buraitou Lv.1****. Switch to those characters and equip these better weapons, then head into the Light Path once again.*

5. *Time for a little frog hunting! The person with the swiftest and best Finishing Stab is Jubei, so position him near the splash marks on the water's surface, and try to impale frogs hopping on the shore.*

6. *Against Oda Bodyguards and Archers, you'll need someone who can triple-charge attacks. Oyu is perfect for this job. Take out the enemies just like you normally would in the Oni Genbu cargo hold. Use magic if she's about to get hit.*

7. *Switch back to Jubei to contend with the Bajaido in the Oni Sacred Place entrance. Save the magic power of the Buraitou for the King Dorogando. Absorb the magic energy from the vase nearby, and keep performing Lightning attacks until the robot perishes.*

8. *Another break at Takajo's. Collect the* ***Roga-Kunai****, an* ***Herb****, and the* ***Hyoujin-Yari Lv1****. Since you've probably depleted Jubei's magic, equip the ice spear and make sure Kotaro is equipped with his deadliest blades before moving on.*

9. *The spiraling dragon tail ramp requires a race against time, and the speedy Kotaro is the man for the job. Bash the Jaido Snipers along the ramp, and stay on the move to avoid arrows. When you kill the last one, take an Herb and race back to the exit at the ground floor. Smash the pots at the bottom to stay healthy long enough to survive. Can you make it in time?*

10. *Magoichi is your best bet here. Stand and wait just a moment until the Gozaresu moves toward the gunman. Blast the creature, and Derahyukan lanterns will burst from the ground. Blast them and the vases at the same time, and inject energy and souls at once before leaving.*

11. *Oyu is just skillful enough to take out the Gyaran circling their queen, using her plentiful supply of Daggers. Slide to the forward corner of the rooftop, and when the Gyaran swoop toward her eliminate them with the Phirangi. The Gyaran Queen will take quite a bit of muster though, so power the sword with magic and then triple-charge an attack as it approaches. If Oyu is eliminated, switch to Magoichi and blast it from the air.*

12. *Kotaro will easily take out Bazu enemies with his Shuriken as they try to roll down the stairs of the lake house. Then quickly run to the top of the stairs and smash the pots to regain Power and Magic before continuing.*

13. *Use Jubei's ice magic to take out one of the Gerohone wall demons. Then bash the lone Bajaido to death. Quickly switch to Oyu, and take out the other Gerohone with a magically enhanced sword. Allow her to break the surrounding pots to absorb magic and power energies, if you so desire.*

14. *Wow, four items at Takajo's! Grab the* ***Senpumaru Lv1****, the* ***Gradius****, the* ***Halberd****, and the* ***Goraishinki + Ammo****. Equip all of the characters with their respective new weapons before pressing on.*

15. *Kotaro is again your best bet to navigate up the ramp and kill all the Bajaido Archers before his life expires. Heavy defense is required at the top, but then you can smash the pot to recharge your life.*

16. *Run back downstairs to face an Oowasshya with a triple-charged attack. Now you must race back up to the top again! Go ahead and use an Herb to get there in time.*

17. *Fight Joda creatures, ninja to ninja on the far side of the roof away from the Zedans. Then triple-charge attacks and take out the Zedans one at a time. Smash all the pots and circle inward to the exit, injecting everything before departing.*

18. *Another four gifts from Takajo. Collect the* ***Flamethrower + Fuel****, the* ***Cannon + Rounds****, an* ***Herb*** *and the* ***Dokoutsui Lv1****. Equip Magoichi with the Flamethrower and enter the Light Path.*

19. *Immediately set the closest Barawasshya on fire, then use magic to increase damage and set fire to him again. Blast just long enough to knock the brute back, then pause for a second before blasting again. Keep walking toward the Barawasshya, and it should never have a chance to attack. Take out the other one in similar fashion. If you do get into trouble here, use the Canon on one of them.*

20. *Equip Magoichi with the Goraishinki, and blast the pots standing around him. Continue blasting as the Raigozaresu approach, and take out the first two. Double-charge an attack and knock down the third enemy, then blast the rest of the pots and inject the energies before it gets back up. Finish it off with another double-charged attack.*

21. *Collect the* ***2 Herbs*** *and the* ***Medicine*** *outside the Heian mansion. You will certainly need these in the moments to come!*

22. *If you've managed to keep Magoichi alive and conserve the Canon until now, Nobunaga is easy enough to kill with one shot! Just move to the middle of the room and let him have it. Otherwise use a character who can triple-charge attacks, such as Kotaro, Oyu or Ekei. Jubei really doesn't seem to be in any shape for this match. Hope you got a good score!*

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PROLOGUE

In the year 1560, the country of Japan was submerged in an era of feudal war between competing provinces. Historically this is known as the Sengoku Jidai, the "Age of the Country at War." During this chaotic period, one young warrior chose to rise up and challenge the might of the long-established Ashikaga shogunate, who would not grant him the power he craved. The brutal warlord Nobunaga Oda created an immense army from untrained peasants and common foot soldiers, armed them in the use of long spears and firearms, and set upon the total domination of the Japanese empire. Even the extremely gifted warriors known as samurai, who had served their Daimyo masters faithfully for a dozen generations, could not withstand Nobunaga's overwhelming numbers in spite of their superior combat abilities. Sporting the moniker "Rule the Empire by Force" on his noble seal, Nobunaga led the Oda armies across Japan, conquering one feudal lord after the other. A traditional way of life was dying out in Japan and a far more darker age of forced unification was just over the horizon.

Advancing upon Okehazama, Oda's armies easily overtook the smaller combined forces of Daimyo Sueneaga, Yoshimoto Imagawa, and Dosan Saito. But during the battle, Nobunaga was fatally wounded by a stray arrow on the battlefield. The feudal lords still remaining in the countryside breathed a sigh of relief as the Oda army disintegrated into chaos without their master.

Yet Nobunaga's plans were far from over, just momentarily derailed. A young samurai named Samanosuke Akechi, who was involved in the battle of Okehazama, received a letter of distress from Princess Yuke of Saito clan stating that her family was under attack at Inabayama Castle. Samanosuke raced to the castle, but was too late to save the princess. She was abducted by evil demons intent on taking over the castle. Fatally wounded by the attack of a powerful demon, the samurai found himself in the other dimension. There, the spirits of the Oni clan, who were defeated by the demons long ago, bestowed Samanosuke with their magic powers in the form of a soul-absorbing gauntlet. By absorbing the demons' souls, Samanosuke could become powerful enough to defeat the demons and thwart their evil plans.

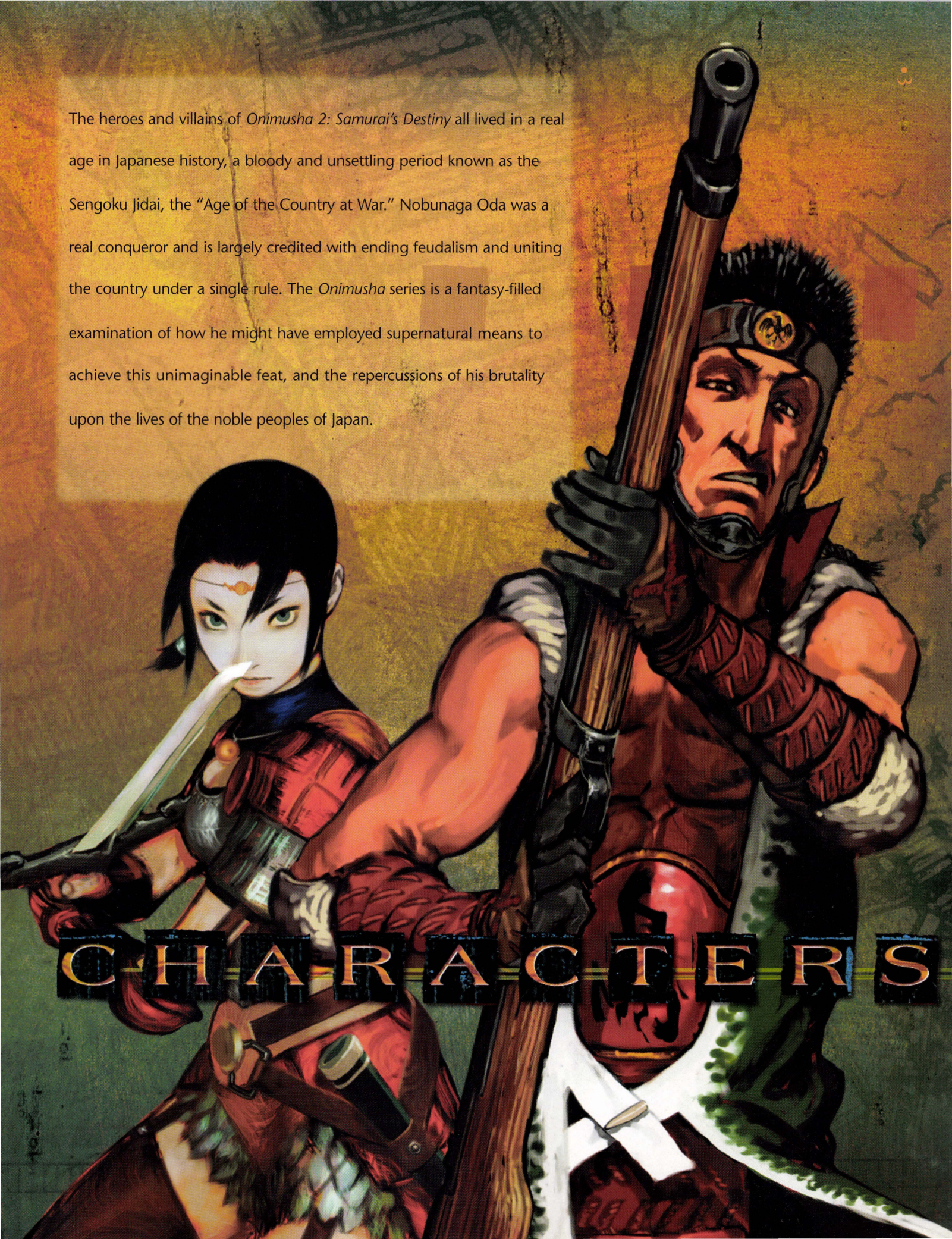
Samanosuke fought the demons and penetrated the depths of Inabayama Castle to uncover what was transpiring. Encountering the demonic genius Guildenstern, Samanosuke learned that Nobunaga had made a pact with the demon clan to be restored to life. He was now returning to full strength and amassing an army of undead warriors returned from the grave. Through Nobunaga's brilliant military strategy, the demon clan would take over Japan and then the entire world.

Hacking and slashing through Guildenstern's evil minions, Samanosuke found three ancient orbs that carried the powers of the Oni and used the power of the magic weapons to defeat the evil goddess Hecuba. However, before her defeat, Hecuba brought the gate of the Phantom Realm into existence in the mortal world, so that the Demon King and his legions might penetrate and conquer our reality. Entering the realm of the demons, Samanosuke found the ultimate demon-slaying sword of Bishamon, the Japanese god who subverted the demon clan in the Ancient Times. With this weapon, Samanosuke confronted the Demon King Fortinbras and freed Princess Yuke. It was at that very moment that Nobunaga entered the Phantom Realm to seal his pact with the demons, and saw that Samanosuke Akechi had accomplished what no one thought was possible: The samurai had slain the immortal Fortinbras, thus ruining the demon clan.

Yet Samanosuke disappeared that day and was never seen again. Ten long years have passed and Nobunaga has risen again. Establishing an empire of evil, commanding his legions from occupied Inabayama, Nobunaga renamed the castle Gifu under his rule. Rebuilding his army with demon soldiers, Oda is now unstoppable as he blazes a path across Japan. Village after village falls under his evil might, anyone who may possibly oppose his demonic rule. Anyone who might become the next Onimusha...

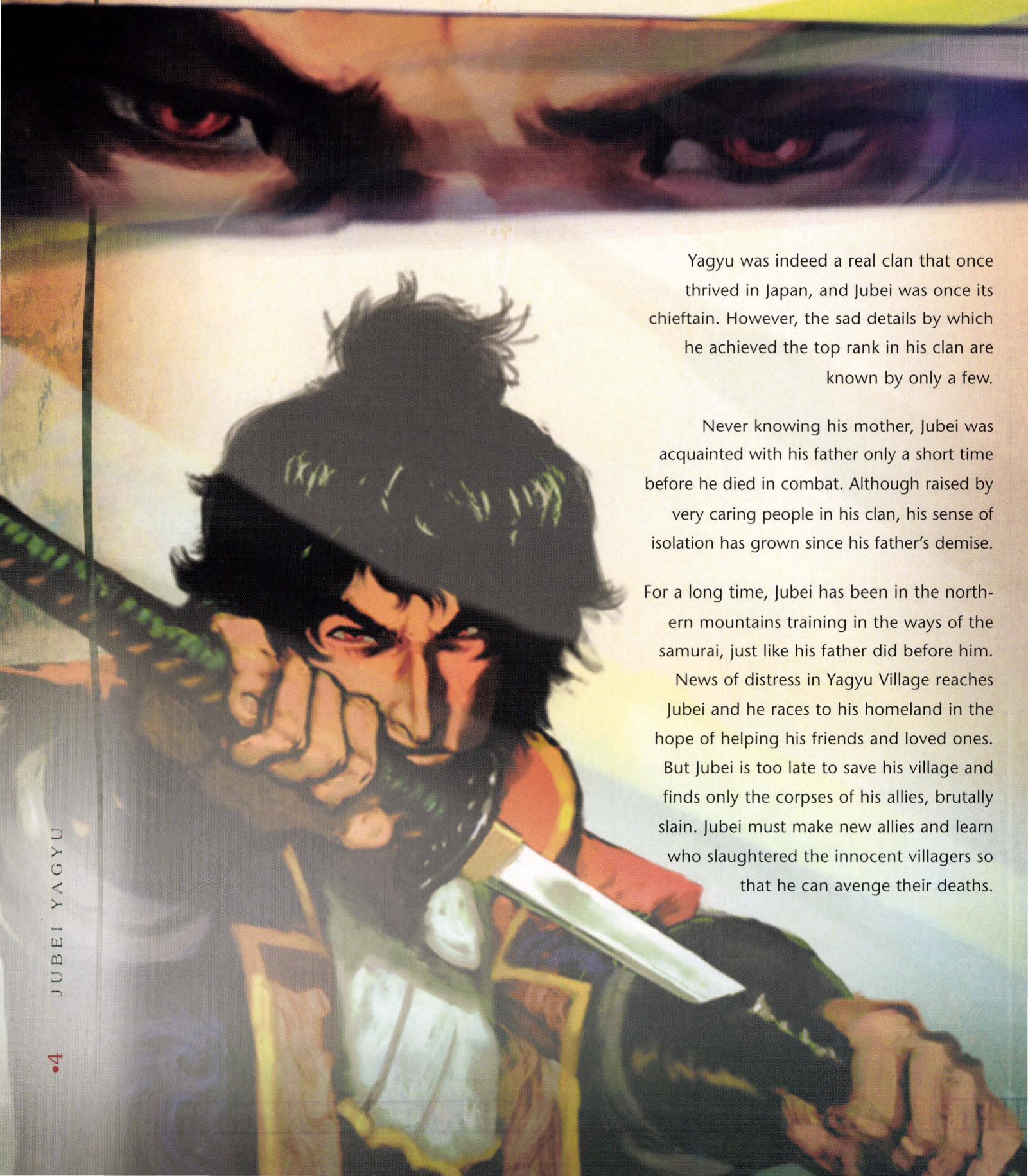
Learning of the ancient connection between the Oni clan and the Yagyu clan of Mino province, Nobunaga returns to the lands where a lone samurai defeated the demon clan. With ruthless efficiency, Yagyu Village is destroyed. A young warrior of the Yagyu clan named Jubei races home from his extended samurai training in the northern mountains. He is too late to save his friends and loved ones, but will he be the one to defeat Nobunaga? Will he be the next Onimusha?

The heroes and villains of *Onimusha 2: Samurai's Destiny* all lived in a real age in Japanese history, a bloody and unsettling period known as the Sengoku Jidai, the "Age of the Country at War." Nobunaga Oda was a real conqueror and is largely credited with ending feudalism and uniting the country under a single rule. The *Onimusha* series is a fantasy-filled examination of how he might have employed supernatural means to achieve this unimaginable feat, and the repercussions of his brutality upon the lives of the noble peoples of Japan.



CHARACTERS

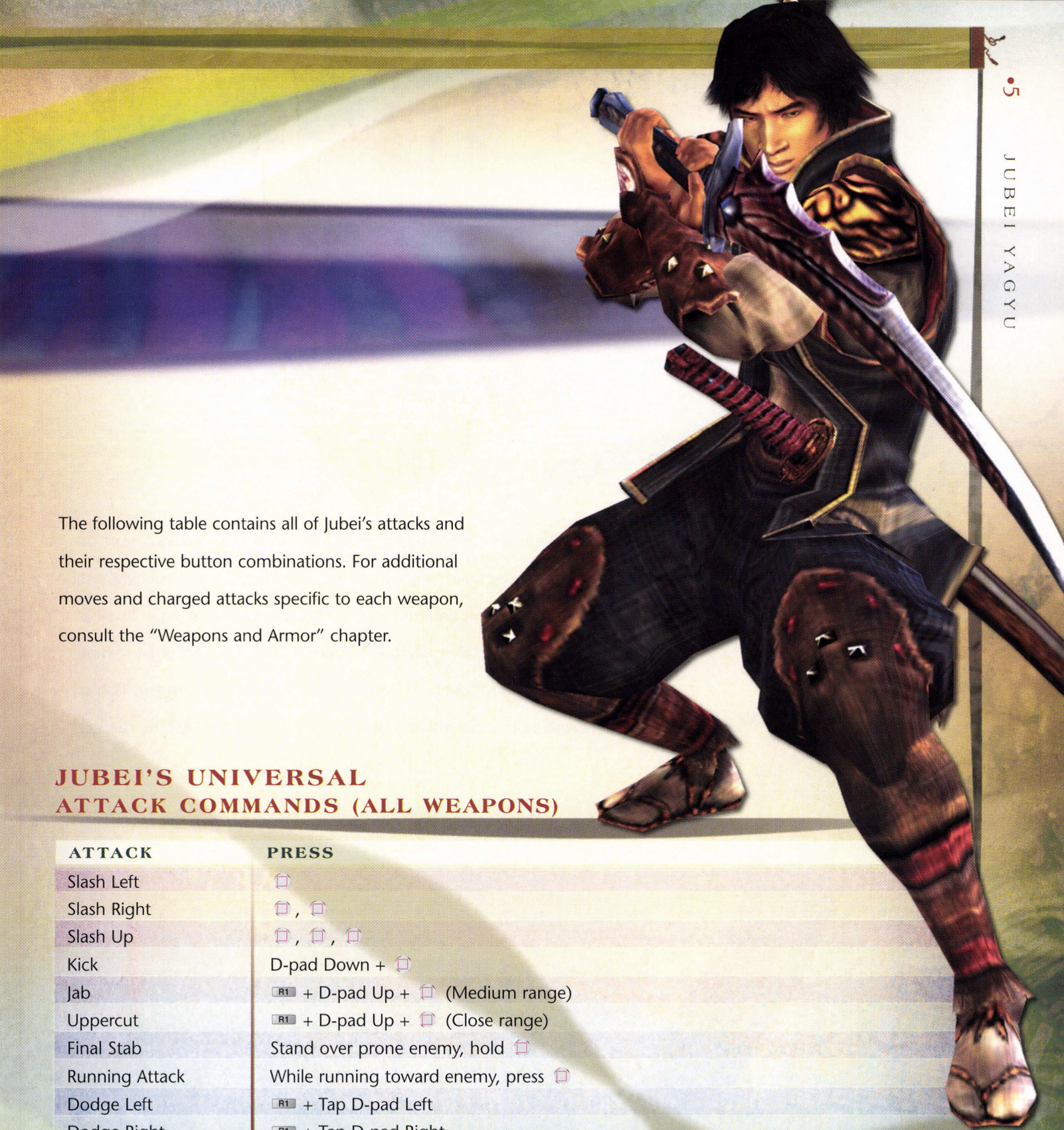
JUBEI YAGYU



Yagyu was indeed a real clan that once thrived in Japan, and Jubei was once its chieftain. However, the sad details by which he achieved the top rank in his clan are known by only a few.

Never knowing his mother, Jubei was acquainted with his father only a short time before he died in combat. Although raised by very caring people in his clan, his sense of isolation has grown since his father's demise.

For a long time, Jubei has been in the northern mountains training in the ways of the samurai, just like his father did before him. News of distress in Yagyu Village reaches Jubei and he races to his homeland in the hope of helping his friends and loved ones. But Jubei is too late to save his village and finds only the corpses of his allies, brutally slain. Jubei must make new allies and learn who slaughtered the innocent villagers so that he can avenge their deaths.

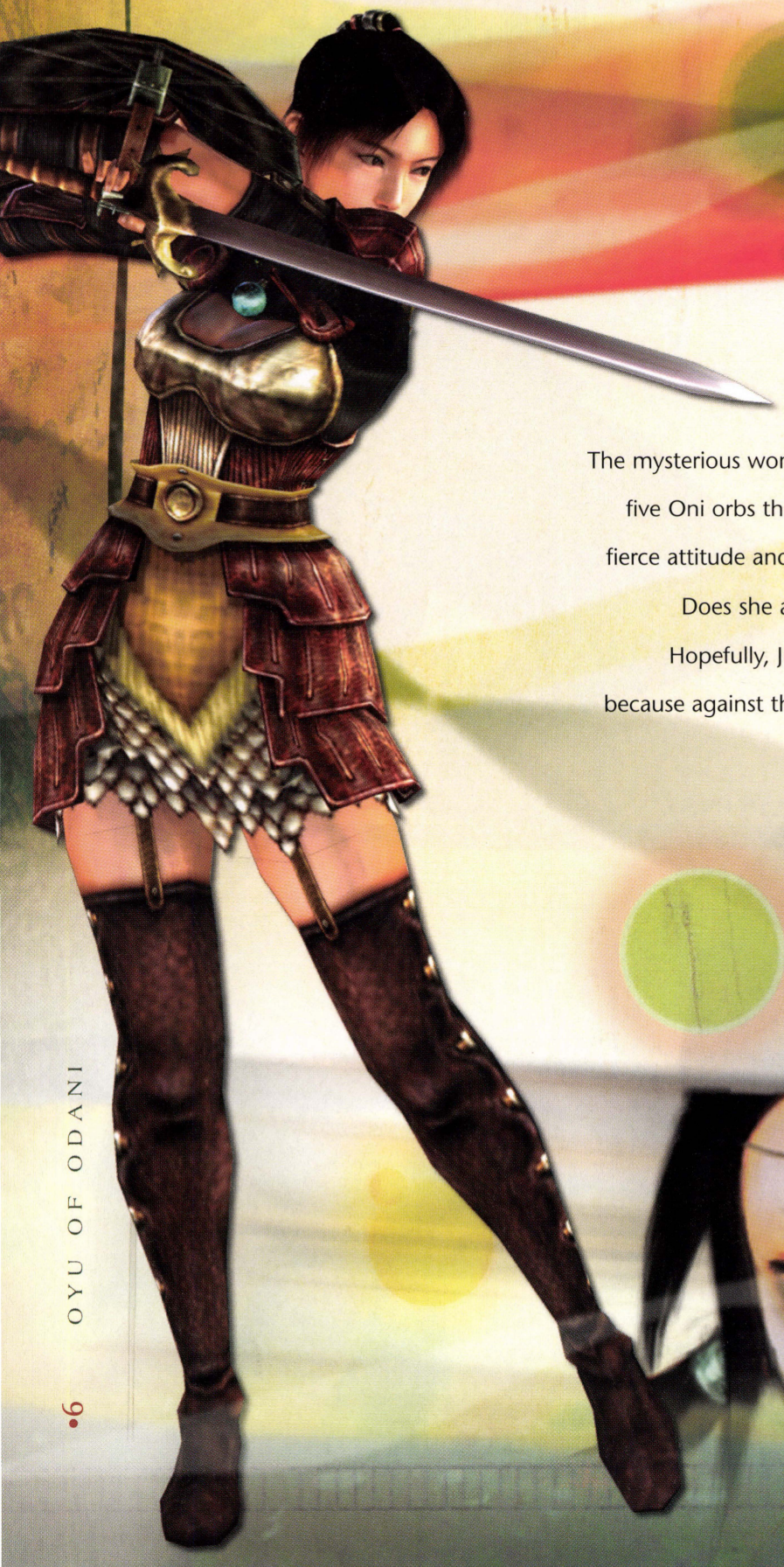


The following table contains all of Jubei's attacks and their respective button combinations. For additional moves and charged attacks specific to each weapon, consult the "Weapons and Armor" chapter.

JUBEI'S UNIVERSAL ATTACK COMMANDS (ALL WEAPONS)

ATTACK	PRESS
Slash Left	□
Slash Right	□, □
Slash Up	□, □, □
Kick	D-pad Down + □
Jab	R1 + D-pad Up + □ (Medium range)
Uppercut	R1 + D-pad Up + □ (Close range)
Final Stab	Stand over prone enemy, hold □
Running Attack	While running toward enemy, press □
Dodge Left	R1 + Tap D-pad Left
Dodge Right	R1 + Tap D-pad Right
Circle Left	R1 + Hold D-pad Left
Circle Right	R1 + Hold D-pad Right
Charge Attack	Hold R1 tightly
Magic Attack	△
Critical Hit	R1 + □ (At the moment of an enemy's attack.)

OYU OF ODANI



The mysterious woman who appears in Imasho Town wears one of the five Oni orbs that Jubei seeks. The young warrior woman exhibits a fierce attitude and determination, but what is her mission in Imasho? Does she also seek out Nobunaga and, if so, for what reason? Hopefully, Jubei will become allies with this courageous fighter, because against the demon warlord he needs all the help he can get!

OYU'S UNIVERSAL ATTACK COMMANDS (ALL WEAPONS)

ATTACK	PRESS
Slash Left	□
Slash Right	□, □
Slash Up	□, □, □
Kick	D-pad Down + □
Jab	R1 + D-pad Up + □ (Medium range)
Uppercut	R1 + D-pad Up + □ (Close range)
Final Stab	Stand close to prone enemy, hold □
Running Blunt	While running toward enemy, press □
Dodge Left	R1 + Tap D-pad Left
Dodge Right	R1 + Tap D-pad Right
Circle Left	R1 + Hold D-pad Left
Circle Right	R1 + Hold D-pad Right
Throw Dagger	L2
Charge Attack	Hold R1 tightly
Magic Attack	△
Critical Hit	R1 + □ (At the moment of an enemy's attack.)

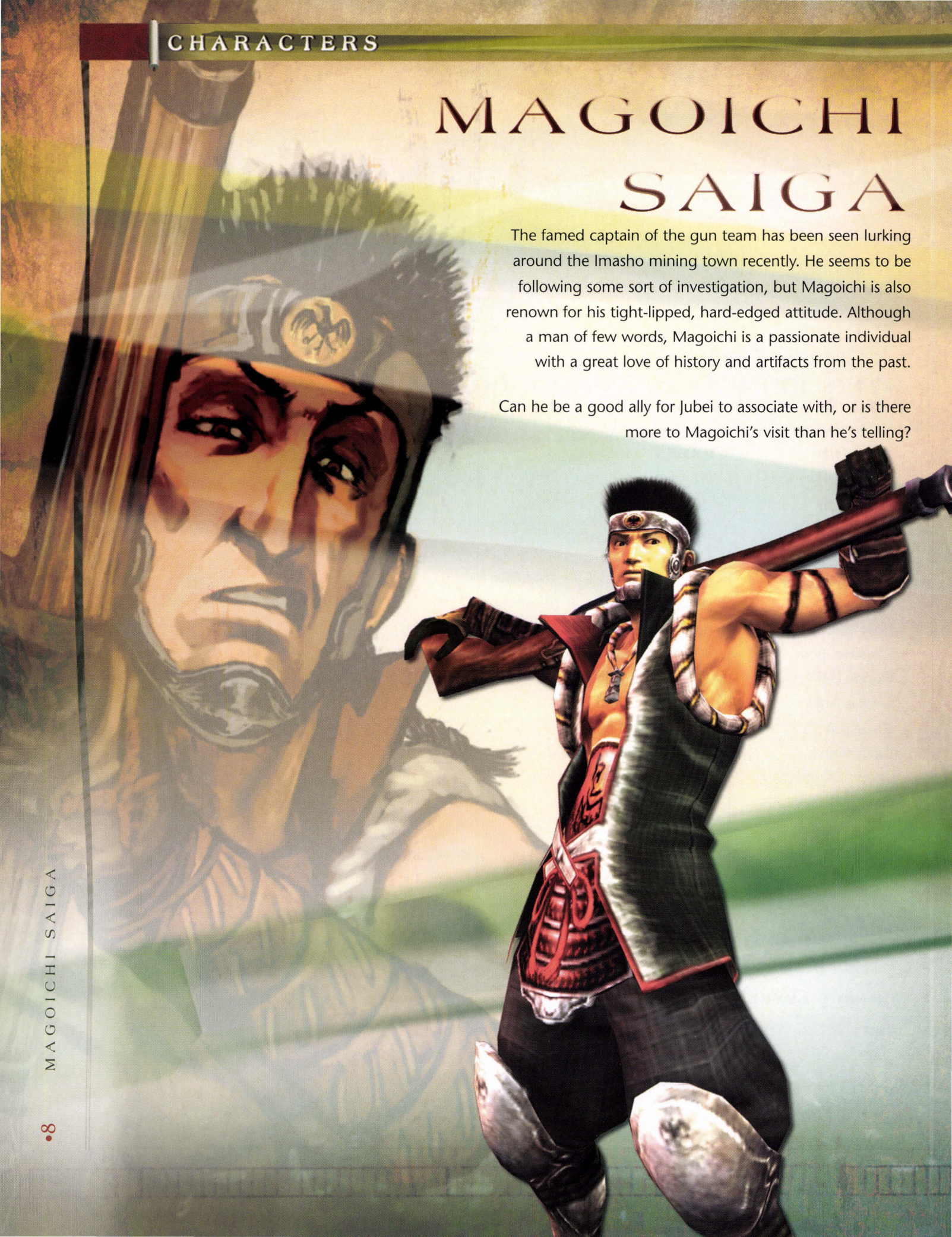
OYU'S CHARGED ATTACKS (ALL WEAPONS)

CHARGE LEVEL	EFFECT
One	Lateral slash that knocks foes to the ground.
Two	Double uppercut that knocks enemies high into the air.
Three	Double uppercut with a double slash finish.

MAGOICHI SAIGA

The famed captain of the gun team has been seen lurking around the Imasho mining town recently. He seems to be following some sort of investigation, but Magoichi is also renown for his tight-lipped, hard-edged attitude. Although a man of few words, Magoichi is a passionate individual with a great love of history and artifacts from the past.

Can he be a good ally for Jubei to associate with, or is there more to Magoichi's visit than he's telling?



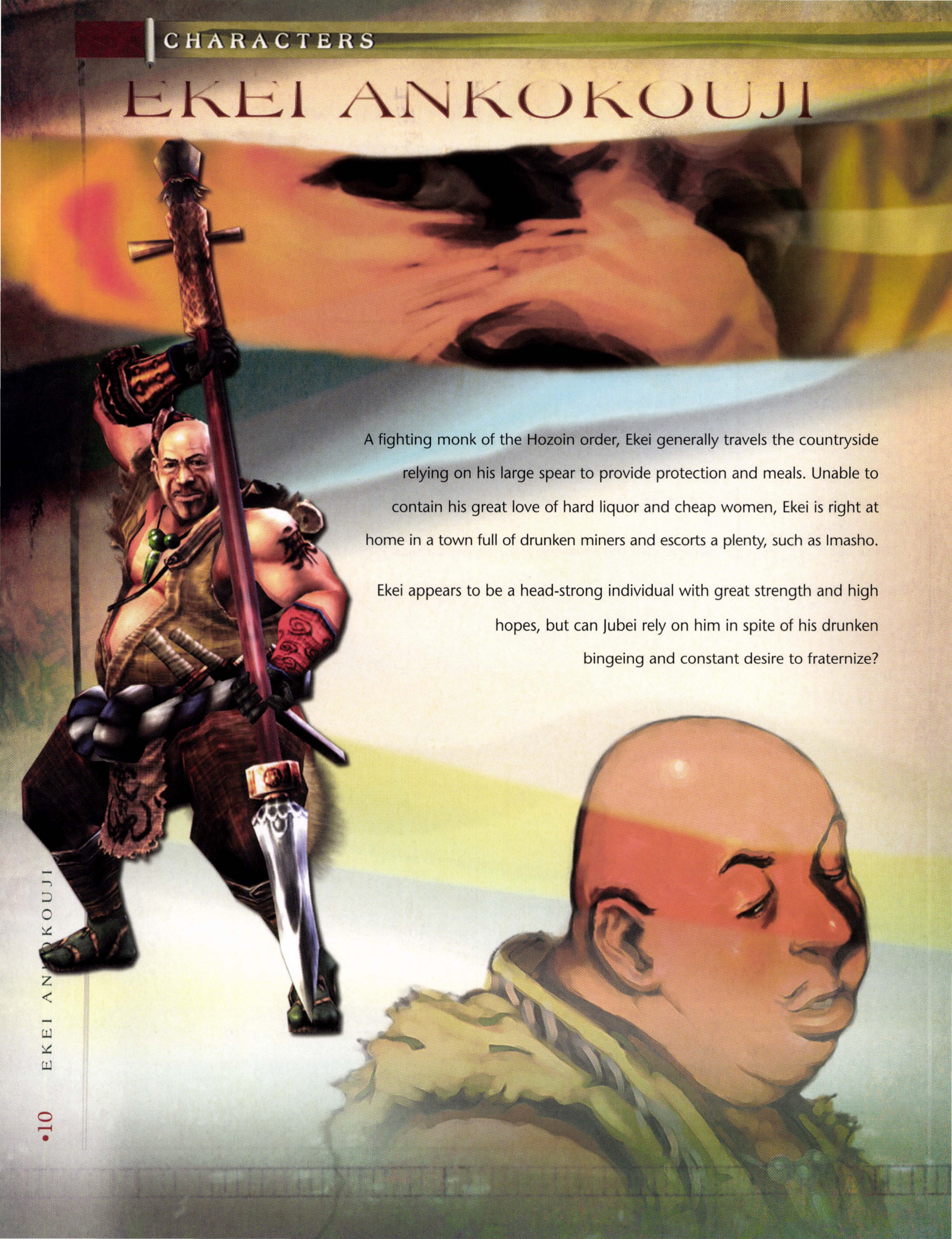
MAGOICHI'S UNIVERSAL ATTACK COMMANDS (ALL WEAPONS)

ATTACK	PRESS
Knife Thrust	While standing still, □
Thrust-Blast Combo	Press □ again right after Knife Thrust
Shoot	R1 + □
Aim Gun	Hold R1, move Left Analog Stick
Running Blast	While running toward an enemy, press □
Final Stab	Stand over prone enemy, press □
Double Kick	D-pad Down + □
Dodge Left	R1 + Tap D-pad Left
Dodge Right	R1 + Tap D-pad Right
Circle Left	R1 + Hold D-pad Left
Circle Right	R1 + Hold D-pad Right
Flash Bomb	L2
Charge Attack	Hold R1 tightly
Magic Weapon	△
Critical Hit	R1 + □ (At the moment of an enemy's attack.)

MAGOICHI'S CHARGED ATTACKS (ALL WEAPONS)

CHARGE LEVEL	EFFECT
One	Lateral gun swing that knocks foes to the ground.
Two	Double Kick that blasts an enemy high into the air.
Three	Berserk attack; powered blasts in all directions.

EKEI ANKOKOUJI



A fighting monk of the Hozoin order, Ekei generally travels the countryside relying on his large spear to provide protection and meals. Unable to contain his great love of hard liquor and cheap women, Ekei is right at home in a town full of drunken miners and escorts a plenty, such as Imasho.

Ekei appears to be a head-strong individual with great strength and high hopes, but can Jubei rely on him in spite of his drunken bingeing and constant desire to fraternize?

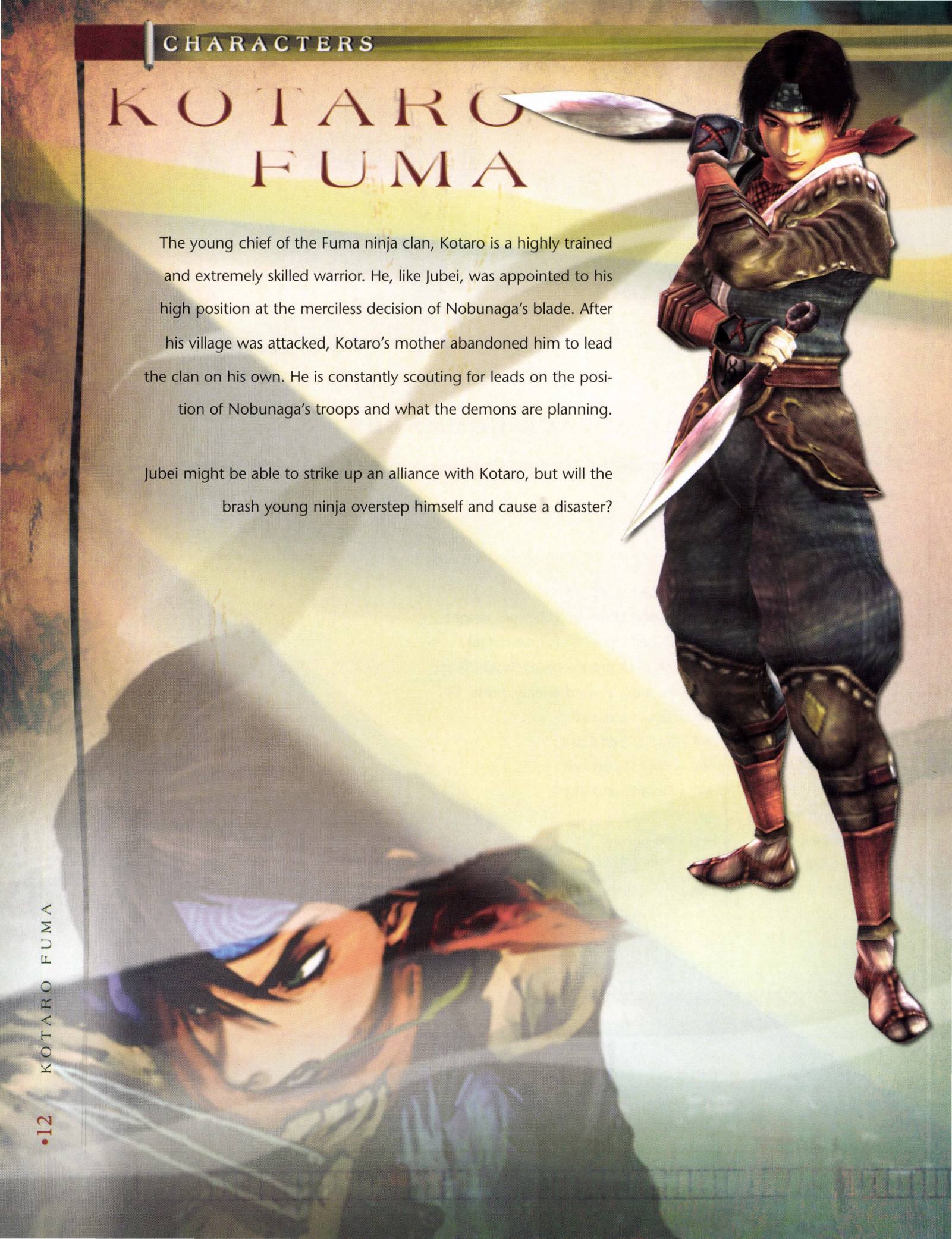
EKEI'S UNIVERSAL ATTACK COMMANDS (ALL WEAPONS)

ATTACK	PRESS
Thrust	□
Quick Pierce	□, □
Last Bash	□, □, □
Kick	D-pad Down + □
Impaling	R1 + D-pad Up + □ (Medium range)
Uppercut Scoop	R1 + D-pad Up + □ (Close range)
Final Skewer	Stand close to prone enemy, hold □
Running Attack	While running toward enemy, press □
Dodge Left	R1 + Tap D-pad Left
Dodge Right	R1 + Tap D-pad Right
Circle Left	R1 + Hold D-pad Left
Circle Right	R1 + Hold D-pad Right
Toss Charm/Detonate	L2
Charge Attack	Hold R1 tightly
Paralysis Spell	△
Critical Hit	R1 + □ (At the moment of an enemy's attack.)

EKEI'S CHARGED ATTACKS (ALL WEAPONS)

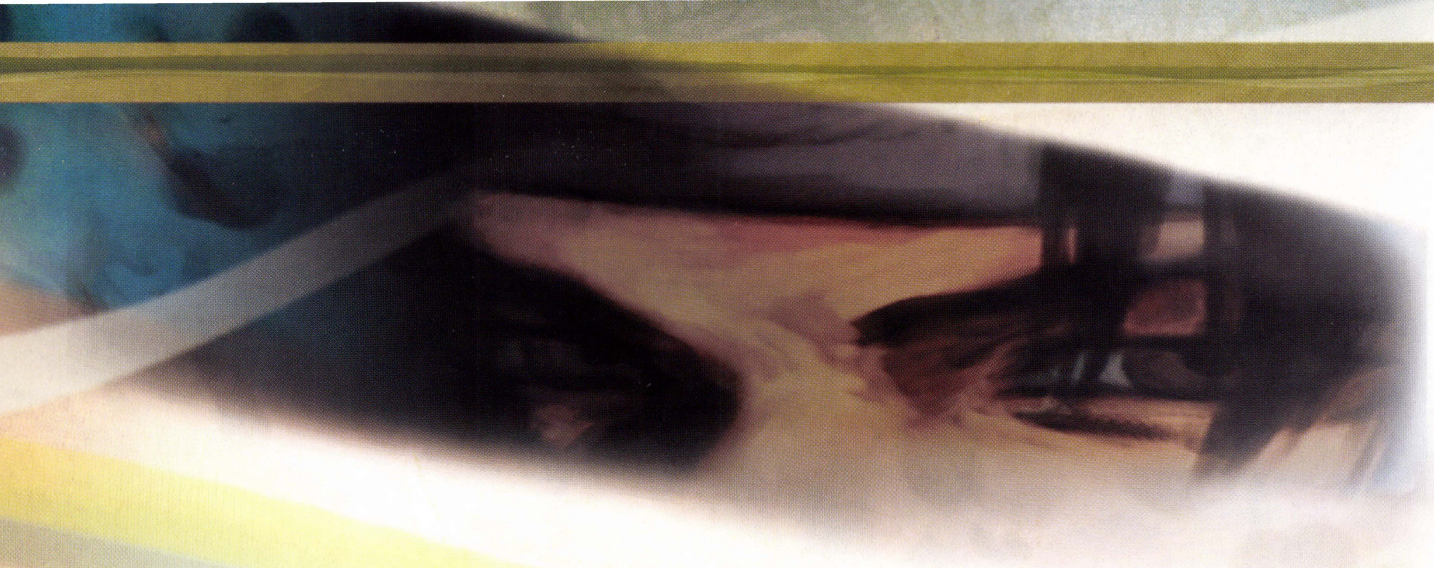
CHARGE LEVEL	EFFECT
One	Circle sweep that knocks nearby enemies to the ground.
Two	Uppercut scoop that can be followed with an air skewering.
Three	Multiple bashing that can be finished with a power skewer.

KOTARO FUMA



The young chief of the Fuma ninja clan, Kotaro is a highly trained and extremely skilled warrior. He, like Jubei, was appointed to his high position at the merciless decision of Nobunaga's blade. After his village was attacked, Kotaro's mother abandoned him to lead the clan on his own. He is constantly scouting for leads on the position of Nobunaga's troops and what the demons are planning.

Jubei might be able to strike up an alliance with Kotaro, but will the brash young ninja overstep himself and cause a disaster?

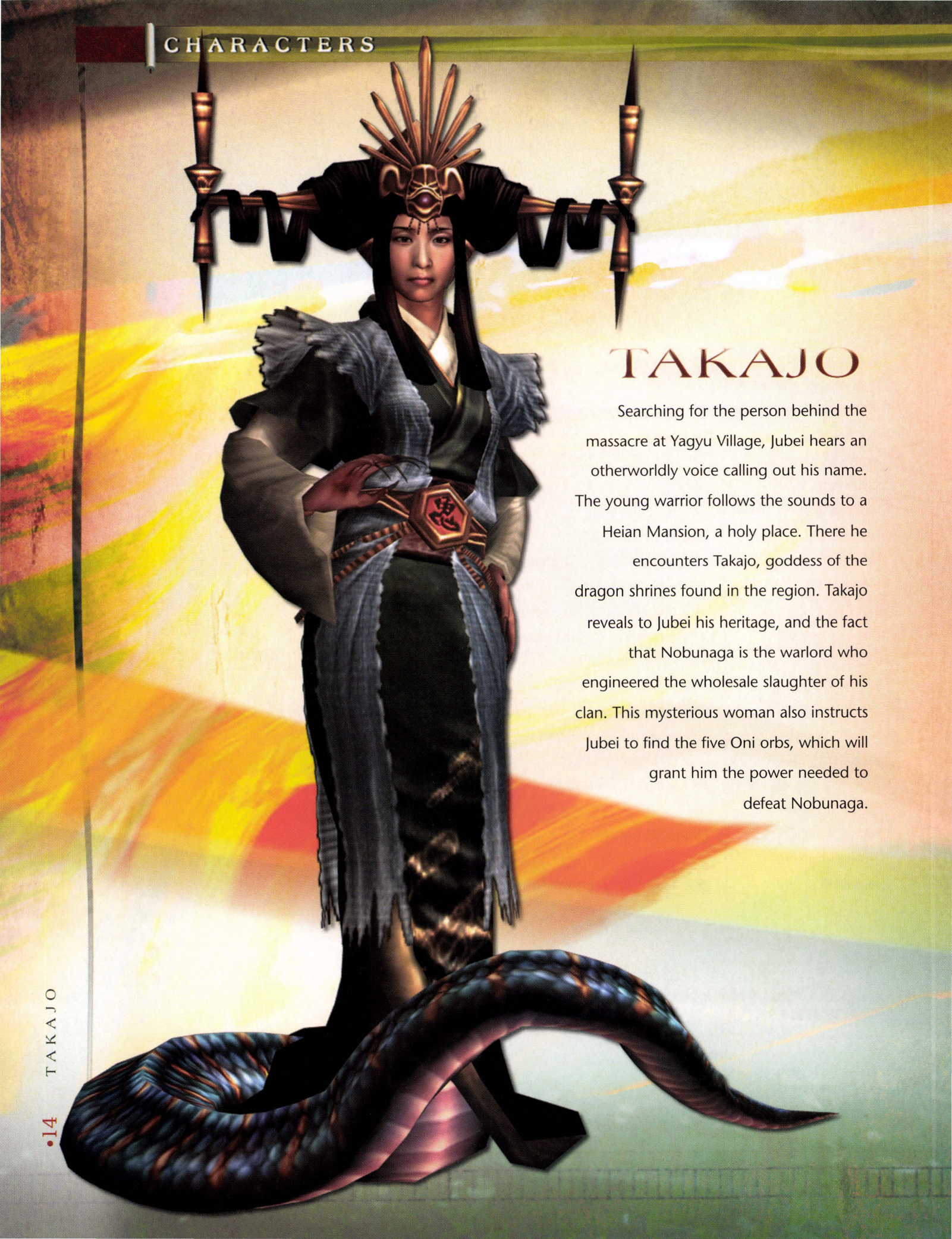


KOTARO'S UNIVERSAL ATTACK COMMANDS (ALL WEAPONS)

ATTACK	PRESS
Left-hand Slash	□
Right-hand Slash	□, □
Double Slash	□, □, □
Jump Kick	D-pad Down + □
Double Jab	R1 + D-pad Up + □ (Medium range)
Backflip Kick	R1 + D-pad Up + □ (Close range)
Final Stabs	Stand close to prone enemy, hold □
Running Assault	While running toward enemy, press □
Dodge Left	R1 + Tap D-pad Left
Dodge Right	R1 + Tap D-pad Right
Cartwheel Left	R1 + Double-tap D-pad Left
Cartwheel Right	R1 + Double-tap D-pad Right
Circle Left	R1 + Hold D-pad Left
Circle Right	R1 + Hold D-pad Right
Scatter Shuriken	L2
Charge Attack	Hold R1 tightly
Turn Invisible	△
Critical Hit	R1 + □ (At the moment of an enemy's attack.)

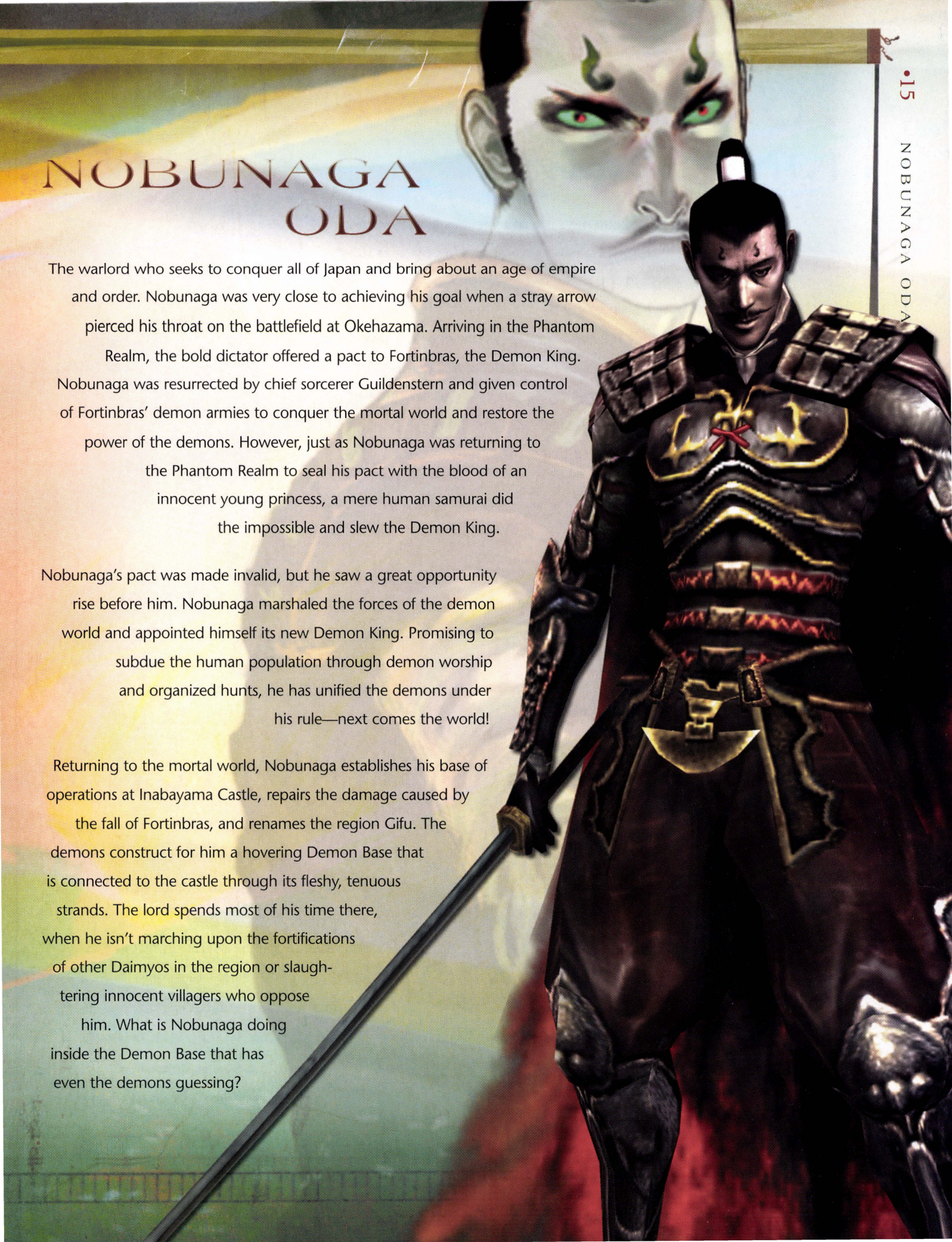
KOTARO'S CHARGED ATTACKS (ALL WEAPONS)

CHARGE LEVEL	EFFECT
One	Lateral double cut that knocks down a foe.
Two	Backflip kick that can be accompanied by a high kick.
Three	Back-flip and somersault kick that can be finished with a power double jab.



TAKAJO

Searching for the person behind the massacre at Yagyu Village, Jubei hears an otherworldly voice calling out his name. The young warrior follows the sounds to a Heian Mansion, a holy place. There he encounters Takajo, goddess of the dragon shrines found in the region. Takajo reveals to Jubei his heritage, and the fact that Nobunaga is the warlord who engineered the wholesale slaughter of his clan. This mysterious woman also instructs Jubei to find the five Oni orbs, which will grant him the power needed to defeat Nobunaga.



NOBUNAGA ODA

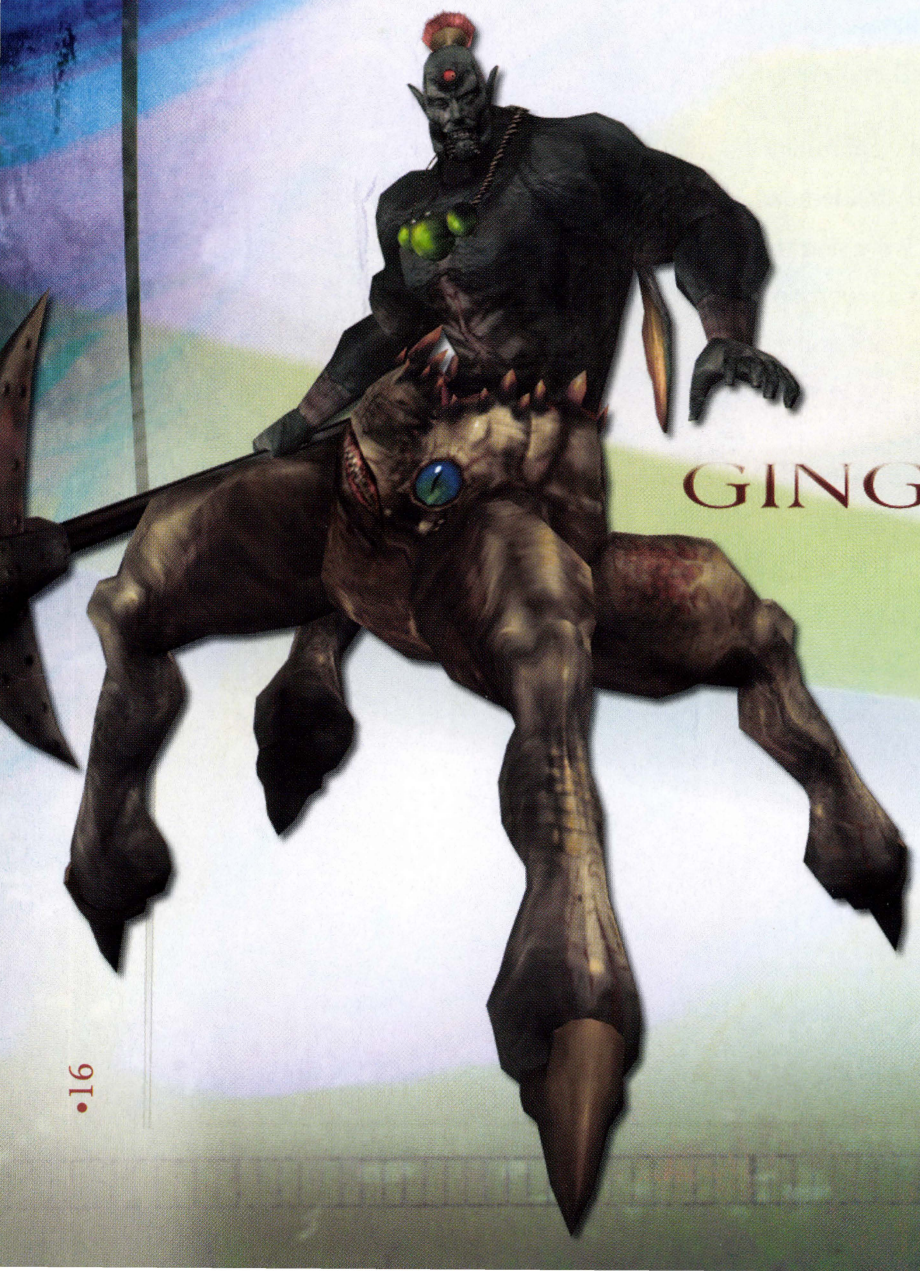
The warlord who seeks to conquer all of Japan and bring about an age of empire and order. Nobunaga was very close to achieving his goal when a stray arrow pierced his throat on the battlefield at Okehazama. Arriving in the Phantom Realm, the bold dictator offered a pact to Fortinbras, the Demon King. Nobunaga was resurrected by chief sorcerer Guildenstern and given control of Fortinbras' demon armies to conquer the mortal world and restore the power of the demons. However, just as Nobunaga was returning to the Phantom Realm to seal his pact with the blood of an innocent young princess, a mere human samurai did the impossible and slew the Demon King.

Nobunaga's pact was made invalid, but he saw a great opportunity rise before him. Nobunaga marshaled the forces of the demon world and appointed himself its new Demon King. Promising to subdue the human population through demon worship and organized hunts, he has unified the demons under his rule—next comes the world!

Returning to the mortal world, Nobunaga establishes his base of operations at Inabayama Castle, repairs the damage caused by the fall of Fortinbras, and renames the region Gifu. The demons construct for him a hovering Demon Base that is connected to the castle through its fleshy, tenuous strands. The lord spends most of his time there, when he isn't marching upon the fortifications of other Daimyos in the region or slaughtering innocent villagers who oppose him. What is Nobunaga doing inside the Demon Base that has even the demons guessing?

TOKICHIRO KINOSHITA

Nobunaga's first lieutenant is a mischievous and conniving fellow. One day in history, he will take Nobunaga's place as ruler of all Japan, adopting the name Hideoshi Toyotomi, becoming the greatest leader his country has ever known. But those days are far from now, and Tokichiro spends his present time serving Nobunaga and managing the affairs of the demon army. Although completely loyal to Nobunaga in an adoring way, Tokichiro's humorous attitude indicates that he is just patiently biding his time until it is his turn to take the reigns.

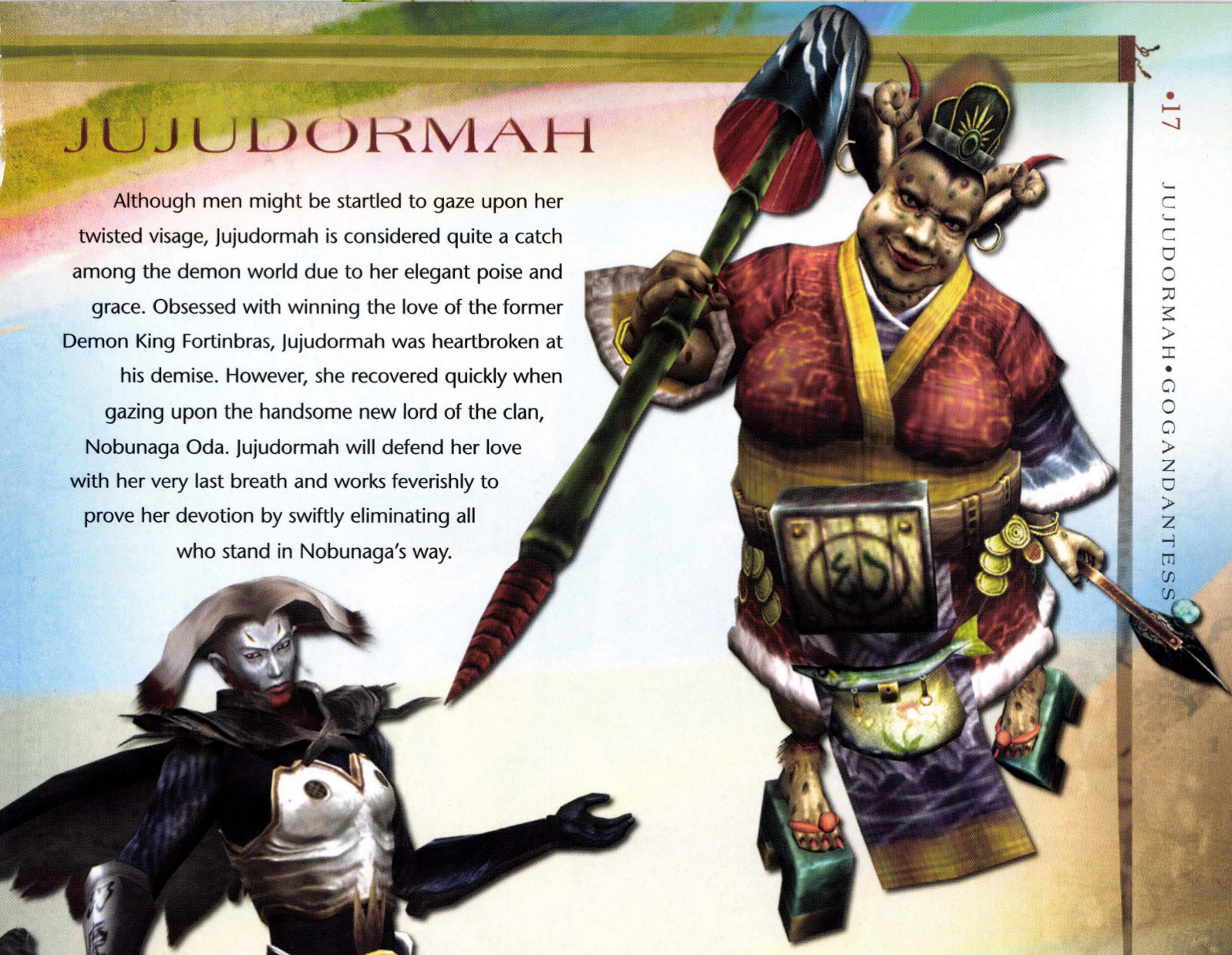


GINGHAMPHATTS

Chief labor manager of the demon clan, the immortal Ginghamphatts is also the champion of the human hunts, racking up more kills than even his former lord, Fortinbras. Ginghamphatts fights Jubei out of a sense of racial indignation, that no puny human should ever challenge the might of the demons. With his newly-found Oni powers, Jubei might just be the one human to finally prove the four-legged mutant wrong.

JUJUDORMAH

Although men might be startled to gaze upon her twisted visage, Jujudormah is considered quite a catch among the demon world due to her elegant poise and grace. Obsessed with winning the love of the former Demon King Fortinbras, Jujudormah was heartbroken at his demise. However, she recovered quickly when gazing upon the handsome new lord of the clan, Nobunaga Oda. Jujudormah will defend her love with her very last breath and works feverishly to prove her devotion by swiftly eliminating all who stand in Nobunaga's way.



GOGANDANTESS

Gogandantess is the famous and noble knight of the demon clan who defeated the Oni clan in ancient times. Now that a new Oni warrior has appeared, Gogandantess has a reputation to uphold. Seeking to slay Jubei in an honorable battle, Gogandantess serves his own needs rather than Nobunaga. His magic shield is impenetrable even with the strongest Oni weapons in Jubei's arsenal. How will Jubei ever defeat a foe that cannot be struck?

The most commonly encountered enemies in *Onimusha 2: Samurai's Destiny* are greatly varied. Not only do they vary in size and speed, but there are several different types of each enemy as well! Demons are differentiated by the color of their skin as well as the weapons they wield. Therefore, two demons who look exactly alike but carry different armaments are named separately.

The color and weapon of an enemy also indicates something about the strength and resilience of the foe. Although strength and hit points may differ, all enemies of a certain type basically fight the same way, so the same general fighting strategy for all types applies.

GENMA: ILLUSIONARY DEMONS

ODA WARRIORS

Nobunaga Oda storms the countryside with a vast army of demon foot soldiers. At first glance, these minions appear to be armored humans. However, on closer inspection you discover that they are supernatural.

Untrained Oda Soldiers are probably the easiest enemies in the game to defeat. Simply run at them and swing your sword to bash them to the ground, then puncture them with a final stab (stand still over a flattened enemy and press □) to finish the job.

Soldiers armed with bow and arrow can make life difficult, especially when positioned behind the forward lines, firing volleys onto the battlefield. When attacked at close range, Archers often drop their bows and take out swords to defend themselves. Whenever Archers are present along with other Oda Warriors, eliminate the arrow-firing enemies first.

Red-armored Oda Samurai are warriors trained in the ways of the legendary swordsmen of Japan. As a result, they are very sturdy on their feet and you must double your efforts to knock them to the ground. Use an Uppercut or a Crouching Thrust (hold R1, Down + □ at close range) to knock them down so as to administer a final stab. With the Buraitou sword in your possession, use charged attacks (hold R1 tightly to charge the sword) to knock them down easily.

Oda Bodyguards are swift and ruthless swordsmen, wearing heavy metal armor. Not only are these foes difficult to knock to the ground, but they are trained to block your attacks! Charged attacks (hold R1 tightly to charge the sword) are required in addition to some very sharp dodging skills (hold R1, tap Left or Right on D-pad).

Oda Soldier

Oda Archer

Oda Samurai

Oda Bodyguard

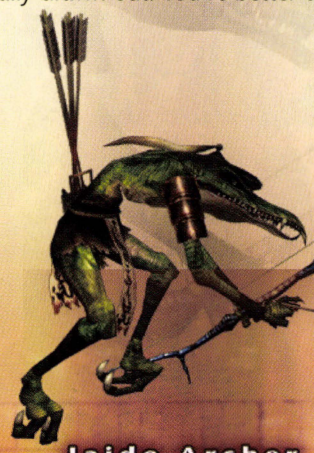
JAIDO

Bizarre creations of the demon sorcerer Guildenstern, these lizard-like warriors appear to sport the heads of crocodiles.

Light green Jaido are fairly easy to kill using the same methods as used against Oda Soldiers, while the dark green ones are only slightly harder with a slightly higher number of hit points. The difference between Jaido and Oda Soldiers is that the lizardmen can dodge running attacks and kicks much easier. Even if you succeed and connect with one of these attacks, the Jaido falling animation is really drawn out. You're better off just bashing them again.

The purple and orange siblings, known as Bajaido, are trickier and more resilient than the green type. For this reason, they don't appear until later in the game. Orange types are more rare and difficult to defeat, but both colors have the same additional attacks. Bajaido can launch into a whirlwind spinning attack, and block attacks with their swords. Higher level weapons are more effective at killing Bajaido creatures; you must divorce yourself from the Buraitou sword in favor of more powerful weapons such as the Senpumaru. Well-charged attacks against Bajaido can't go wrong.

Jaido



Jaido Archer

Bajaido

Bajaido Archer

MUSAIDO

This demon species imitates the dual-blade fighting style and slouched stature of ninjas, but they bear none of the honor or intelligence of the trade. Musaido demons wear masks, giving them a hideous, doll-like appearance.

The difference between Musaido and Joda are the number of attacks they employ and the type of weapon they are equipped with. While Musaido wear two flat blades, Joda are equipped with a long razor claw. Joda can also emit a poisonous gas cloud from their mouths, which is the only major distinction between the Musaido and Joda. Early in the game, it's better to fight Musaido and Joda with the swift bashing power of the Buraitou. Run after them, knock them to the ground, and stab them just as you would an Oda Soldier or Jaido.

Musaido and Joda each have their own big brothers: black-clad, ninja-like demons called Giramusaido and Girajoda. The difference in weapons and number of attacks is still in effect in regard to these two types, but their hit points and frequency of attacks are through the roof. Giramusaido and Girajoda will slide after you, much like their weaker siblings, but after the long-range slash attack, they will immediately leap into the air to perform a high-jump slash! It's best to keep these black assassins at a distance, so use the length of the Hyoujin-Yari to your advantage.

Joda

Girajoda

Musaido

Giramusaido

GAIDOROZU

The name means something along the lines of "meat puppet," and it's clear to see that these skeletal giants haven't been completely stripped of flesh just yet. Gaidorozu are large and intimidating demons that wield long swords. What they possess in height and menace, they lack in speed and agility. Still, a single blow inflicted by one of these monsters will send your character staggering backward, and make you wince at the amount of damage received.

The main difference between Gaidorozu and Zedan is the type of weapon they wield and the color of their energy center. Gaidorozu and even the tougher and faster Red Gaidorozu have a blue center, while Zedan and Red Zedan have a red center and carry a thicker, red blade. The "Red" variety of this demon family have a few vicious and swift attacks that can lift the character off the ground and choke the life out of them for several moments.

In spite of these differences, the main attack strategy you must employ is the same for whichever type you face. Back away from the creature, charge up your weapon as high as possible, then slide forward at an idle moment and slash away. While the charged attacks of the Buraitou and Senpumaru are quite effective against Gaidorozu and Zedans, the heavy weight of the Hyoujin-Yari and the Dokoutsui is essential against the "Red" versions.

Gaidorozu

Red Gaidorozu

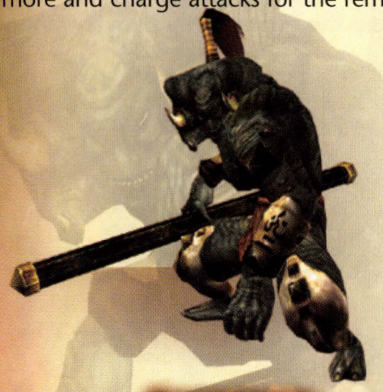
Zedan

Red Zedan

GOZARESU

Vulgar horned demons who lord over the slave pits of the Phantom Realm, these creatures enforce strict discipline by swinging their heavy wooden log poles as if they were reeds from a nearby pond. Due to their swift martial arts style and seeming indifference to the damage of regular attacks, the only way to confront any Gozaresu type is with highly-charged attacks. Although Gozaresu attack with surprising speed, they advance slowly upon their prey. Use this to your advantage by preparing a charged attack as they approach. When facing multiple Gozaresu, use magic to eliminate one or more and charge attacks for the remainder. The heavier the weapon, the better; as new weapons are acquired, fighting the Gozaresu becomes much easier.

The main difference between the three types of this demon is mainly in appearance. Grey Gozaresu and Brown Baigozaresu look different because they usually inhabit different environments. The triple-horned Raigozaresu also have slightly higher hit points, so they aren't encountered until later in the game.



Gozaresu

Baigozaresu

Raigozaresu

HYUKAN

Pestilence of the netherworld, the lantern-like Hyukan demons burrow underground to surprise-attack the innocent and settle their own mischievous whimsies. Hyukans are only slightly different in appearance, but widely varied in hit points and number of attacks.

The first ones you will encounter have a green glowing center. Their main attack methods include the surprise burrow and a flying spin attack that will inflict multiple hits and massive damage if it isn't blocked.

Dorahyukans have a blue glowing center, and are encountered very rarely in the game. They have higher hit points than their green cousins, and they can suddenly leap off the ground and poke their victims.

Derahyukans have a purple orb in their middle. These fearsome types have even more hit points, plus they can fire projectiles from their exposed middle.

Whichever type you face, the strategy is the same. All Hyukans are encased in an impenetrable metal shell. You can only damage them when their glowing interior is exposed. The first time you encounter Hyukans, use kick attacks to expose their interior, then swiftly follow with some regular side-to-side slashing. The best weapon to use against Hyukans is the Dokoutsui earth hammer. With two regular swings, the ground hammer will flatten these prancing nuisances, whether their glimmering interior is exposed or not. So, until you obtain the earth hammer, do your best with kick attacks to expose one's center.

Hyukan

Dorahyukan

Derahyukan

BATTOOYAKO

Battooyako refers to a school of fish-like demons that dwell only near shallow ponds and mountain streams. There are two different types found in each school. The "adults" are called Battobones and the smaller ones are Battoyaika. Their appearance, hit points, and varieties of attacks are all different.

Battobones appear less frequently than the smaller Battoyaika. Aside from slashing and swiping viciously with their claws, they also emit powerful, medium-range blasts of water that cannot be blocked and inflict heavy damage.

Battoyaika swim much faster than their larger siblings and will leap onto Jubei's hand to suck the power out of him. Press the face and shoulder buttons rapidly to shake off the demon when this occurs. Battoyaika can also fire a water projectile with no range limit but, unlike the ones fired by Battobones, you can deflect this one.

The best method to clear a Battooyako school out of an area is to keep moving, swiftly chopping each one with the power of the Buraitou. Kotaro can slice and dice these creatures into a fine sushi roll, but when playing as Jubei the lightning sword is your best option. Naturally, Battooyako are much easier to fight when the Buraitou is leveled up.

Battooyako

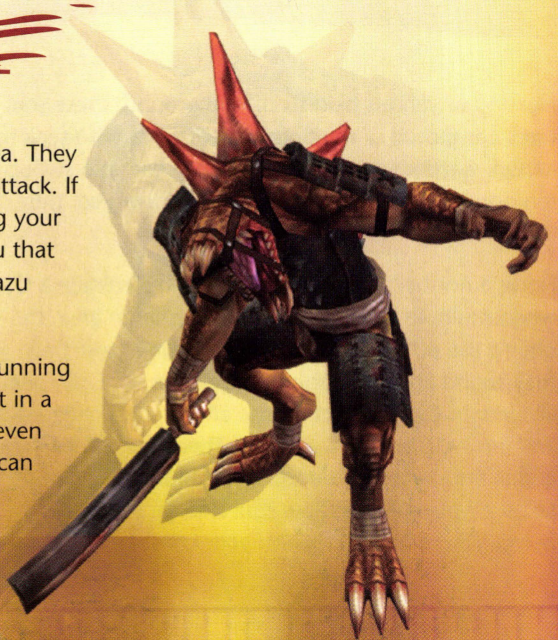
Battobone

Battoyaika

BAZU

Bazu are repulsive, beastly creatures that materialize when you cross their area. They are simple to defeat one-on-one, but they usually appear in pairs or trios to attack. If given enough distance, a Bazu will curl up and roll across the area, damaging your character repeatedly with its hard and pointy spikes. Be conscientious of Bazu that materialize behind you, since they may begin rolling immediately. When a Bazu materializes, raise your defenses right away.

Try to bash all Bazu at once with the semi-circle sweep of the Hyoujin-Yari's running attack. The ice spear is truly the weapon of choice, because you can extend it in a thrust-like fashion (hold R1, Up + □ at a distance) to slay these creatures even while they are in mid-roll. Even a once-charged attack from the Hyoujin-Yari can kill a Bazu immediately.



Bazu

OOWASHYA

Oowashya are hideous, yellowi-tinted giants that are often posted to guard entrances and other important areas of Nobunaga's dominion. They are difficult to engage because they swing their massive axes in a wide range. Jubei can block their minor attacks with his Oni weapons, but Oowashya also perform a spinning swing that can't be blocked and will knock you down. When an Oowashya appears, turn to start the swing, dodge away from it, or try to interrupt the impending blow with a magic attack. The best way to face an Oowashya is with highly-charged attacks from a heavy weapon, such as the Hyoujin-Yari and the Dokoutsui.

Oowashya have even larger older brothers, Barawashya, that are twice as difficult to kill. Luckily, you rarely encounter these red giants in the main game, usually only at a crucial level. Magic and charged attacks can damage a Barawashya, but they won't knock it to the ground. In fact, the monster doesn't falter until it dies! A magic attack will stun it long enough for you to slide back and prepare another charged attack. After unleashing the equivalent of three triple-charged attacks with a Lv3 weapon, unleash another double-charged attack to defeat the beast. Now you have a good idea of these creatures' might!

Oowashya

Barawashya

GYARAN

Floating at various heights off the ground, these soul stealers are annoying black spherical creatures composed of multiple cursed spirits who seek to ingest the freed souls of demons before an Oni warrior can claim them. They can also swoop low to the ground in an attempt to fasten onto your character's arm. Upon doing so, they can drain all of the blue color from your Magic Meter!

Firing a normal arrow from a bow will eliminate a Gyaran quite efficiently. However, when multiple black orbs are floating in an area, the souls they steal will pass from one to the other until all of the creatures have been eliminated. In description, this may sound like a bad thing but it's not. You can gain an incredible bonus by allowing a Gyaran to consume all the souls released before you kill the last one and inject all the souls at once! There is a catch: a Gyaran may begin to spin and shrink. When this occurs, the soul stealer disappears with all of the souls it takes. If you want to allow soul stealers to "hold" those spirits for the time being, you're gambling with your combat winnings.

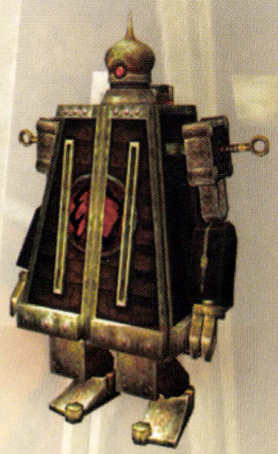
Gyaran

DOROGANDO

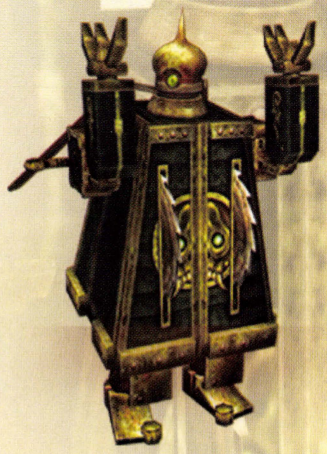
The demons are the forebears of all technology, so it's no surprise that they have developed automated workers to build and maintain their vast demon hives. Upon entering the zone of a Dorogando, they are usually busy in some task so you can avoid combat altogether if you want. Those not working will sit idle, but react quickly if you get too close.

When alerted to the presence of an intruder, Dorogando quickly move to repel the unwanted creature. Because of their sturdy construction and non-biological nature, Dorogando are difficult to destroy with swords and projectiles. The key to defeating these creatures is magic and charged attacks. When severe damage is inflicted to a unit, it will enter crisis mode and go berserk, wildly swinging at your character. Your best bet in this situation is to dodge its wild attacks until its top light turns green once again.

When encountering Dorogando, it's best to take on only one at a time. Avoid using wind or earth magic, which may anger the entire team. King Dorogando enemies are different from the regular types in that they are designed solely for combat. They come equipped with flame-throwers, homing missiles, and buzz-saws in their chests. You'll experience the full wrath of these creatures onboard the Oni Genbu aircraft.



Dorogando



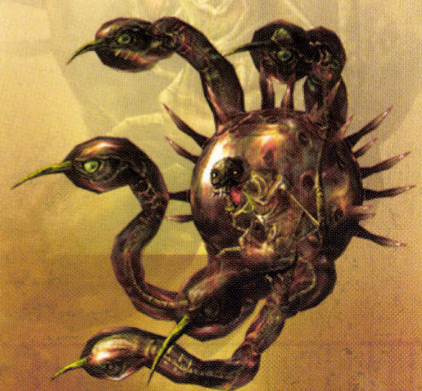
King Dorogando

GEROHONE

These wall-mounted demons are so alien in appearance that they appear to be from another world. Their main purpose is to seal off the doorways to important areas and protect their domain by launching poisonous gas spores and burrowing through the ground with their stretching tentacles. Gerohones have fewer hit points than their brownish-tinted cousins, Gerogones.

When a Gerohone is posted in an area, it is usually not alone. And yet, the Gerohone is most deadly when your attention is focused on other enemies. The main priority is to destroy a Gerohone as soon as it appears. Use ice or wind magic to destroy several of its tentacles at once, then attack the body with a ferocious onslaught of regular attacks. If the tentacles regenerate, as they often will, launch more magic and continue to attack. Keep an eye out for enemies who move in behind your character, and prepare to press the L1 button and defend in the blink of an eye.

Gerohone



Gerogone

KECHACHA

Rarely encountered, these annoying demons use their magic to help proliferate illusions that trap the minds of good men. When Jubei gets lost in the Fog Valley forest, he must seek out and kill these creatures to dispel the y-shaped fork illusion in the path. However, the Kechacha is the last creature that Jubei will focus upon since it is barely translucent. Run after it and attack with running chops, or use wind magic to engulf it. Avoid holding the R1 button, and hopefully Jubei will strike the Kechacha.

Kechacha

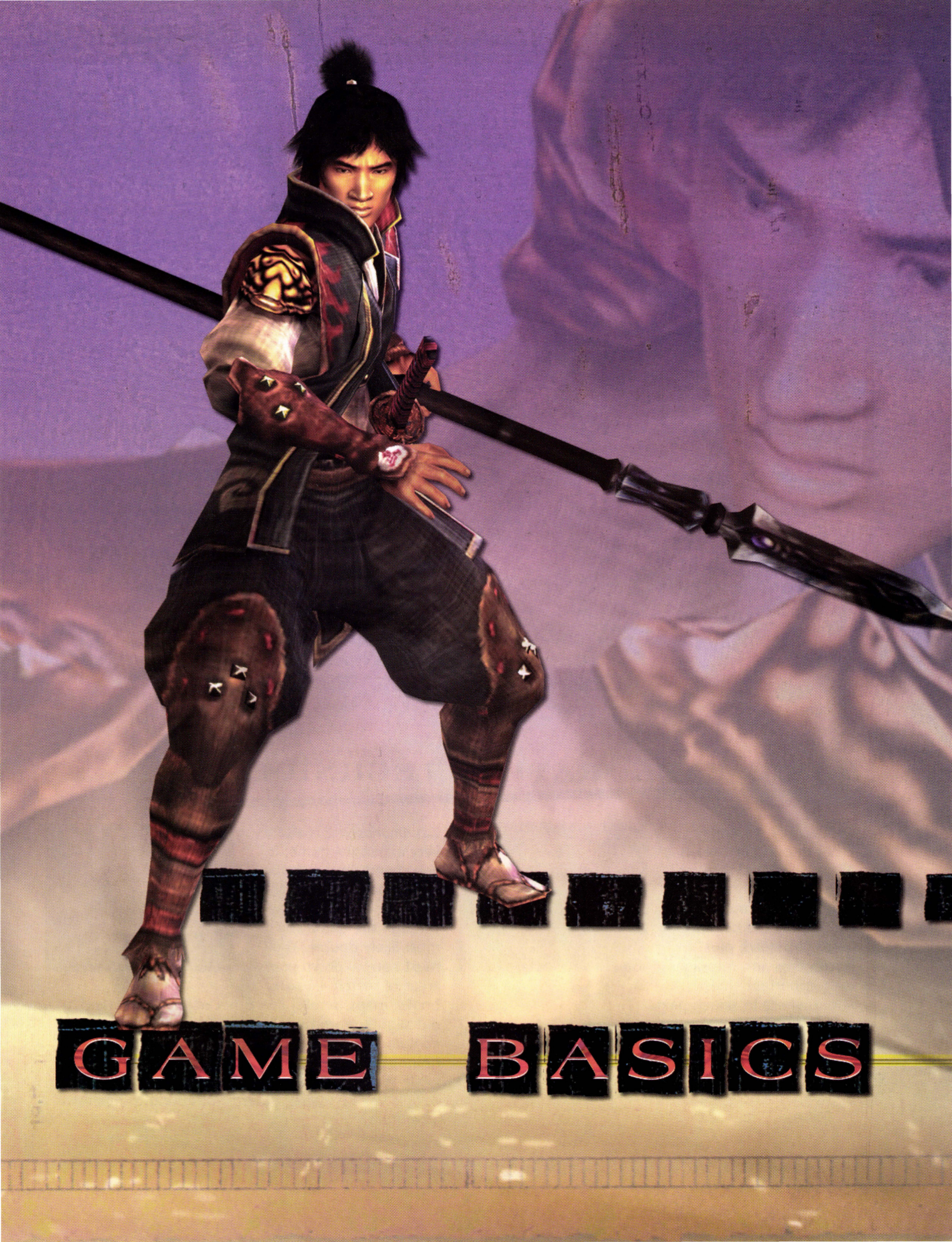
Magoichi encounters another variety of this meddlesome foe. The Ketyara will steal an important item from him, then attempt to run to another area. Magoichi's best bet is to equip the Flamethrower and engulf the creature in fiery bursts.

Ketyara

BABY

More of a device than a creature, the Baby is a spider-like trap created by Ginghamphatts to seal off certain doorways and caves. Using a fierce wind suction attack similar to its inventor's, it can pull a victim into its claws and suck the life out of the person for several moments. You usually encounter these creatures when another ally is present, so stay away from them until the ally gets trapped. When that happens, attack the creature with regular attacks or magic to destroy it. A Baby releases all types of souls, making its destruction well worth the effort.

Baby



GAME BASICS

GAME BASICS

This chapter is designed to help you understand the basic functions of *Onimusha 2: Samurai's Destiny*.

BASIC CONTROLS FOR MOVEMENT AND MENUS

ACTION	PRESS
Move Forward	D-pad Up
Turn Left	D-pad Left
Turn Right	D-pad Right
Slide backward	D-pad Down
Slide Left	R1 + D-pad Left
Slide Right	R1 + D-pad Right
Search/Accept	✕
Absorb Souls	○
Attack	□
Magic Attack/Cancel	△
Ready Weapon/Auto-Face	R1
180° Turn	R2
Quick Map View	R3 (press Right Analog Stick)
Block Attacks	L1
Sub-Weapon	L2 (sub-characters only)
Aim Gun or Bow	L3, only when gun or bow is equipped
Pause Menu	SELECT
Character Menu	START

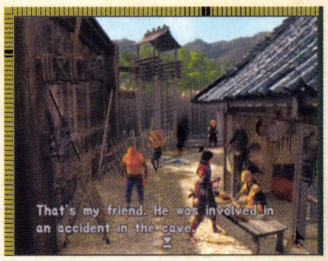
BASIC EXPLORATION TECHNIQUES

Thoroughly searching and exploring an area is all part of the *Onimusha 2* experience. By examining the environment, you can find all the helpful items you need, plus documents and messages with important clues about where to search next.

But *Onimusha 2* is also a very expansive game. If you spend time searching every nook and cranny, the time it takes to play through the game will most likely double. You must narrow down your areas of search. Look for books, maps, scrolls, and other objects that stand out slightly from their surroundings. Most items are contained in various types of item boxes, which are described later in this section. Also, it's worth your while to speak to people while visiting towns. Many people will be interested in contributing to Jubei's adventure.

SPEAKING TO PEOPLE

When visiting a flourishing human settlement such as Imasho, you won't get attacked by demons. The abundance of citizens in town causes demons to shy away from the area. Although it's only a matter of time before Nobunaga's armies overtake every town in the country, humans living in town take comfort in the company of others and Jubei can do the same.



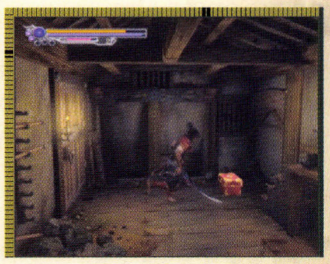
To speak to any person walking the streets of Imasho, walk up to them and press the ⊗ button. Certain people will give Jubei valuable trading items just for listening to their stories. Other folks are very busy and mobile, so Jubei must run to keep up with them. However, even people on the go might have valuable items to offer.

Speaking to the sub-characters is important as well. This is an easy way to discover what kind of gifts they might like to receive. Also, the sub-characters will update Jubei on important events as they occur in and around Imasho. If you encounter sub-characters outside of town, speak to them whenever possible. They might pass along useful health items to Jubei!

To advance conversations with NPCs (non-playable characters), press the ⊗ button. You can speed up each line of text by pressing the △ button after each line appears.

ITEM BOXES

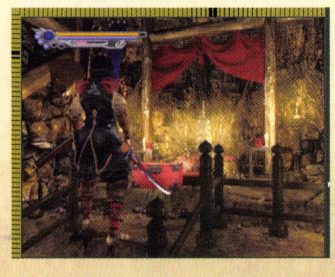
Items are usually contained in boxes or containers of some sort. Any character can open a *red* item box, but only sub-characters can open *black* item boxes. Usually, these boxes contain items that are only used by the sub-character.



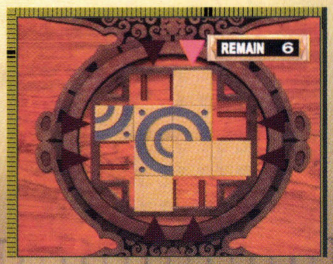
As you play the game, look for red item boxes out in the open as well as partially hidden behind objects. On occasion, items are not contained in boxes at all, but are displayed as objects in the scenery. Very quickly, you must learn to recognize helpful scrolls and books as well as the Artworks featuring paintings of beautiful maidens.

Very rarely, an item isn't found in a box at all but is located on the floor, a table, or a shelf. Usually the item will glitter to indicate that you should search that area.

TRICK TREASURE BOXES



Trick Treasure Boxes are special item boxes that usually contain power-ups, such as Power Jewels and Magic Jewels. The items obtained from Trick Treasure boxes extend the length of Jubei's meters, unveil powerful new weapons, reveal secret moves for weapons, or they may even contain rare items like Talismans.



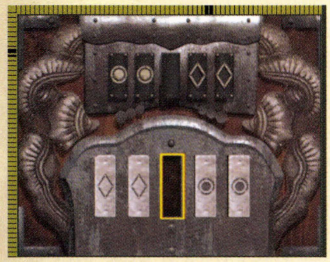
To obtain the item inside a Trick Treasure Box, you must solve a tile puzzle on the latch. Slide the tile puzzles left to right and up and down using the arrows around the outside of the fields. The goal is to align the design in the middle to form a bulls-eye target. You usually have a certain number of moves in which to align the tiles properly; if not, you fail.

Because Trick Treasure Boxes contain power-ups and extra weapons and items, solving them isn't necessary to completing the game. If you can't solve a puzzle on your own, it's better to leave it until a replay.

OTHER PUZZLES

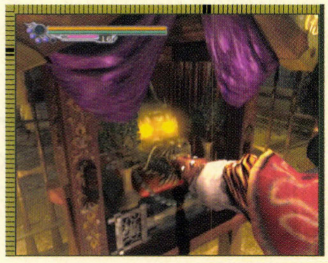
There are two other kinds of puzzles in the game that you don't encounter quite as often as Trick Treasure Boxes.

The line total puzzle requires you to place numbered tiles into an arrangement of other numbered tiles so that the total sum of the entire line, in any direction, equals the number displayed at the top of the puzzle screen. Good math skills will aid you greatly in conquering these tricky mind-benders.



The last kind of puzzle is hardly a puzzle at all, just a tricky panel. To solve it, you must rearrange a set of marked tiles so that the ones marked with diamonds are exchanged with the tiles marked with circles on the opposite end. You can only move the one or two tiles on either side of the open space, so it's important not to allow the open space to drift too far to the left or the right as you move tiles back and forth. You will encounter this type of puzzle twice, in order to open the Light Paths from the Oni Sacred Place to Gifu Castle and back again.

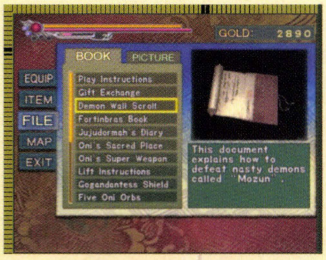
DRAGON SHRINES



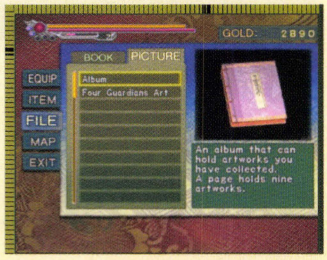
Small shrines have been erected in several areas in honor of the dragon gods representing the elements of Lightning, Ice, Wind, and Earth. As the Onimusha, the chosen champion of the Oni clan, Jubei can insert his marked hand into the mouth of any of these dragons to obtain new weapons imbued with the ancient power of the Oni.

At the start of the game, Jubei can't identify himself as the Onimusha to the Lightning Dragon Shrine until he encounters the dragon goddess Takajo. She then reveals the mark of the Oni clan on his palm.

BOOKS AND PICTURES



With careful searching, you can find helpful documents such as books and scrolls lying on shelves and benches. You can immediately read them, but they're also stored in the characters' File Menu for later reference. Books and scrolls often contain important clues on where to search and explore next, as well as interesting background information on the long history of the war between the demons and the Oni clan.

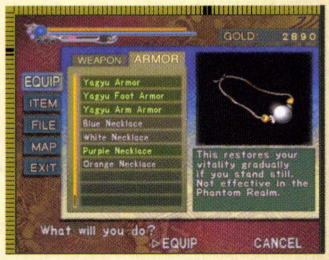


Graphics contained in the Pictures sub-menu often contain solutions to puzzles, or important clues about where to search for useful items. The Artworks of beautiful Japanese maidens are also stored here in their own attractive book.

EQUIPPING WEAPONS AND ARMOR

When Jubei finds a new Oni weapon, he usually equips it automatically. To equip new weapons or pieces of armor, however, you must take matters into your own hands. You can equip weapons and armor pieces on all the characters by pressing START to open the menu. Press the D-pad up or down to highlight the "Equip" menu, then press right on the D-pad to enter the "Weapon" menu. Press up or down on the D-pad to select a weapon, and press ⊗ to equip it.

To equip different armor, press right on the D-pad to enter the "Armor" menu, and select one of the armor pieces by scrolling up or down. Once equipped, the characters will wear immediately display their new armor or weapon.

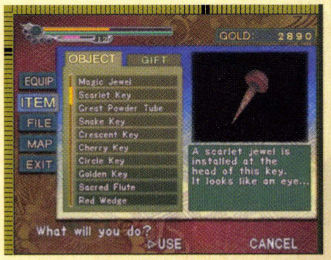


KEY ITEMS

To continue past the present surroundings into new territory, Jubei must usually find some means by which to overcome an obstacle set in his path by the demons. Most often the obstacle is some kind of bizarre doorway that is locked by unnatural means. You must search the area for what is called a "Key Item" to unlock this obstacle and move on.

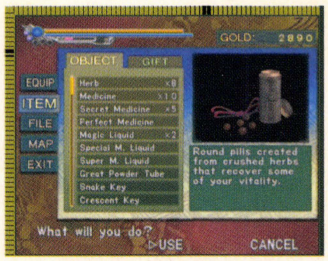
When found, Key Items are stored in the "Item" menu. Once you have a Key Item, return to the obstacle and examine it once again. Most of the time the game asks if you want to use the Key Item on the obstacle. Select "Yes" to make the character automatically use the key on the obstruction, and discard the Key Item if applicable.

If nothing occurs, then stand in front of the object and enter the Item menu. Highlight the Key Item that you suspect will work, and press ⊗ to use it. If the Key Item fits into whatever you're facing, then the obstacle can be removed in this manner.



HEALTH ITEMS

Items that refill your Power Meter are also kept in the Item menu. To use one, enter the Item menu, select the appropriate aid and press ⊗ to use it. You can't enter the menu if you are suffering hits, or get knocked flat on the ground. The best way to use health items is to place some distance between you and your enemies before taking it. If you return to the game after using a medicine just to take another hit, then you're not using them appropriately.



Don't use health items each time you take a few hits. You must conserve health items for major boss battles, when yellow souls and other means of recovering health aren't as readily available.

Jubei starts with a low number of hit points, indicated by the length of the Power Meter. You can use Power Jewels to extend the meter to more than twice its initial length. However, health items restore the same amount of health, no matter how long the meter gets. Therefore, as the meter grows, items like Herbs will restore less of the total meter.

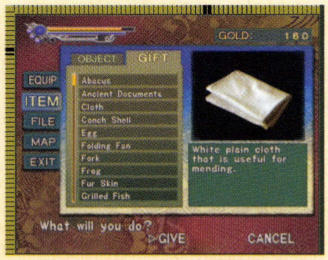
A Power Jewel extends the length of the Power Meter, increasing Jubei's total hit points.

HEALTH ITEMS

ITEM	EFFECT
Herb	Restores a little health.
Medicine	Restores a medium amount of health.
Secret Medicine	Restores all health.
Perfect Medicine	Restores all health and magic.

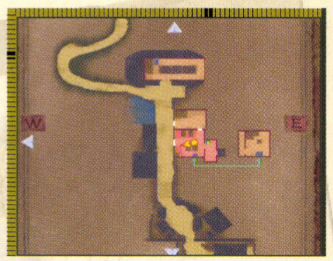
GIFTS

Upon opening many of the item boxes, you will obtain things that don't fall into the category of Key Items or health aids. These assorted things are placed in the Gift menu, which is where you can view them and read brief descriptions of each.



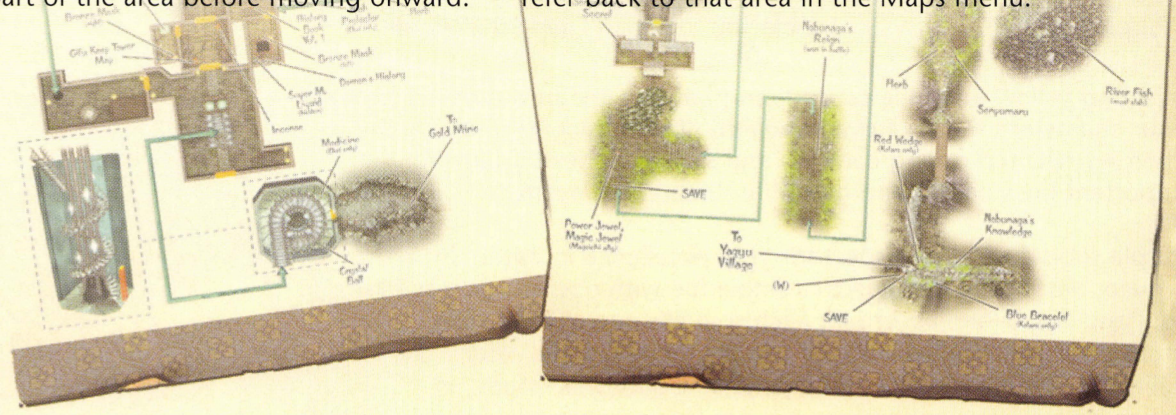
You can give Gifts to the sub-characters through the Gift Exchange system. Information on the gift exchange system is contained in the "Item Trading and Alliances" chapter.

AREA MAPS

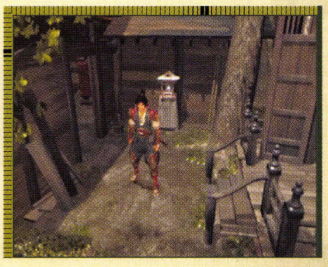


Upon entering a new area, you can view an overhead outline of your surroundings by pressing down on the Right Analog Stick (also known as the R3 button). On this outline, your character's position is displayed in the form of a small arrow that points in the direction your character is facing. Refer to the map often to ensure that you haven't missed a side corridor or a part of the area before moving onward.

One of the first few item boxes in each new area usually contains a map of the region. With this in your possession, you can see the shape of areas ahead that you haven't yet explored. This will help determine where to explore next. Also, the region is permanently recorded in your "Maps" submenu for later reference. If you leave an area without obtaining a map, you cannot refer back to that area in the Maps menu.



MAGIC MIRRORS AND MAGIC FOUNTAINS

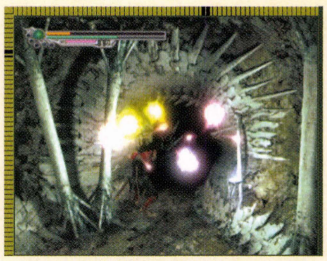


Starting in the very first area at Yagyu Village, Jubei and the sub-characters will encounter Magic Mirrors. You can save your game at these locations, or use the red souls you've collected from defeated demons to improve the powers of your weapons. Just examine the Magic Mirror (press the ⊗ button) and choose from the available options.

With the Enhancement menu, you can improve weapons when the character has amassed enough red souls. Your first possible weapon upgrade doesn't become possible until you have acquired 7000 or more souls. Don't worry about enhancement until you're that far along. When enough souls are injected into one of the Oni weapons, it grows in size, power, and magic ability. You'll desperately seek to improve your armaments during the first half of the game, and defeating the demons in the second half absolutely requires the use of advanced weapons.

Magic Fountains are few and far between in the game. At these locations, blue energy emanates freely from a holy wellspring. You can use them to refill a character's Magic Meter by injecting freely from this fountain. These locations are marked on the maps in-game, as well as in the maps in this guide. When you spot a Magic Fountain, use magic attacks and consume Magic energy more liberally, because a refill station isn't far away.

SOUL COLLECTION



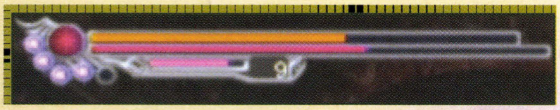
After a key event early in the game, demons will disintegrate and release brightly-glowing souls when they are defeated in battle. Jubei can collect these souls through the mark on his left hand. Souls have a variety of purposes, depending upon their color.

SOUL TYPES

ITEM	EFFECT
Yellow Souls	Refill the Power Meter.
Blue Souls	Refill the Magic Meter.
Red Souls	Use to enhance weapons.
Purple Souls	Enable you to enter "Onimusha" mode.

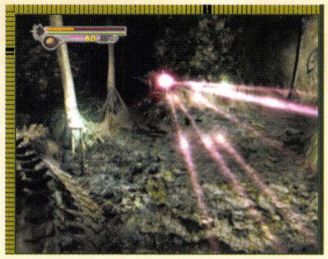
Injecting yellow and blue souls during battle is the best method to keep your character's meters full and healthy. Try to depend solely on the energies released during combat, and save your health items for important boss battles and other life-threatening events.

Purple souls appear in respect for your excellence in battle. By causing a major amount of damage to a single foe with one attack, a purple soul appears. When absorbed, each soul fills one of the circles around the outer-left portion of the Character Gauge. After collecting five purple orbs, Jubei enters "Onimusha" mode, in which he temporarily becomes a super-being impervious to damage. He can also attack at greater strength, and blast enemies with waves of Oni power. You can extend the time period of this advanced combat state by absorbing additional purple souls while already in Onimusha mode.



Character Gauge

Red souls are displayed in two ways: The "total" number of red souls collected and the "current" number. You can view the current number in the third meter of the Character Gauge in the upper-left corner of the screen. As you inject red souls, the bottom line fills with color. The number to the right indicates the number of full lines of red souls you've collected in addition to the line currently displayed. When you inject souls into your weapons to enhance them, this line gets depleted. So, this meter is truly an indicator for how many red souls you can currently inject into any weapon. You can view the total number of souls you've collected in the Enhancement menu at any Magic Mirror. This is a factor in determining your overall game ranking.



Sub-characters can also inject all types of souls, but only with the help of specific Oni Bracelets that each person finds during their side quest. When the main control of the game shifts back to Jubei, the sub-character's bracelet passes along to Jubei all of the red souls it contains.

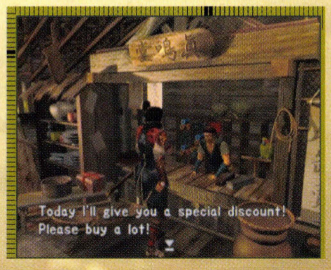
Bonus amounts of red souls are added to your current and total numbers when lots of red souls are injected at one time. Because it's not safe to absorb souls while active demons are still lurking nearby, it's better to kill each demon in the area and then absorb all their souls at once for the ultimate bonus. This reduces the time it takes to enhance your weapon.

RED SOUL BONUSES

SOULS	BONUS	SOULS	BONUS
1	+0	21	+600
2	+10	22	+700
3	+20	23	+800
4	+30	24	+900
5	+40	25	+1000
6	+50	26	+1100
7	+60	27	+1200
8	+80	28	+1300
9	+100	29	+1400
10	+120	30	+1500
11	+150	31	+1550
12	+180	32	+1600
13	+210	33	+1650
14	+240	34	+1700
15	+270	35	+1750
16	+300	36	+1800
17	+350	37	+1850
18	+400	38	+1900
19	+450	39	+1950
20	+500	40	+2000

GOLD AND SHOPPING

Jubei begins his adventure with 1000 Gold in his pocket. Upon arriving in Imasho Town, where gold mining has become the prevalent factor in the economy, you'll soon learn that this amount won't buy you a lot. To acquire more Gold, you must slay the demons that infest the mountain path just outside of town. Some of them will drop various amounts of Gold, which should enable you to buy more items to trade with your friends!



ADVANCED COMBAT TACTICS

Welcome to "Samurai Training," the condensed and easy-to-learn version. This chapter contains extensive discussions of the combat system in the game, and the kind of strategies you must adopt to thwart Nobunaga's evil plans. You should play the game on your own for a while before plunging into this chapter to have a better understanding of what is being described. If you found the game to be fairly challenging, this section will prove to be very beneficial. After implementing these tips and techniques into your strategy, you'll clear area after area without taking a hit!

BLOCKING ATTACKS

Before learning any sort of combat moves, all samurai are thoroughly schooled in the art of defense. Defending yourself against an attack is always more important than risking your health to damage enemies. Keep your left forefinger positioned over the L1 button at all times. You'll be surprised at just how fast Jubei can raise his defenses to block an attack. However, keep in mind that boss enemies and demons who are taller than Jubei usually have a few attacks that you can't block.

AUTO-FACE WITH BLOCKING

Whether an enemy attacks from the front, the side or the rear, your character will deflect the next attack from any direction when you press the L1 button. So, while you're slashing away at one enemy and another attacks from behind, stop fighting and press L1. Not only will this deflect the attack and cause the enemy to reel backwards a step, but your character will be facing the new attacker and primed to counterstrike!

AIMING

Pressing the □ button automatically makes your character target and attack the nearest enemy. After killing the first enemy or knocking it to the ground, press R1 to auto-face the next closest enemy. You don't need to hold the R1 button throughout battles, but instead just tap it after knocking each enemy to the ground just to ensure that Jubei goes after the next active enemy. Also, if you're locked onto an enemy across the room when other foes are positioned much closer, it's much wiser to release the R1 button and □ buttons and turn Jubei slightly toward the closer enemy.

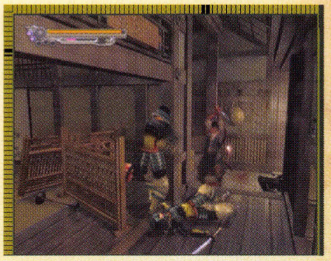
KICKING

Simultaneously press the D-pad down and the □ button to perform a kick. Although this isn't a killing stroke, the kick is extremely effective at knocking down enemies. Then you can administer a fatal stab to the prone demon, or you can deal with other hostile elements in the vicinity. Use kick attacks to give your character some room to maneuver. Demons will charge when your sword is swinging, but when the feet start flying, watch them scatter!

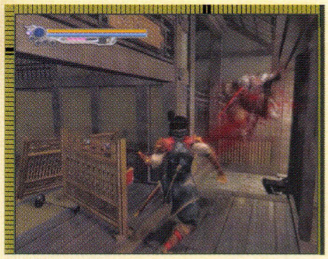
FATAL STABS

As mentioned earlier, all characters perform some variation of a fatal stab. This attack inflicts twice as much damage as any other attack. After knocking an enemy to the ground, they will lie still for several moments. Position your character directly over the prone enemy and remain still for a split second. Then press the □ button to plunge your weapon right through the enemy's heart. The easiest way to prepare enemies for a fatal stab (i.e., knock them flat on the ground) is to use a kick attack or a running attack. Fatal stabs vary in style and motion from character to character, and even from weapon to weapon!

RUNNING ATTACKS

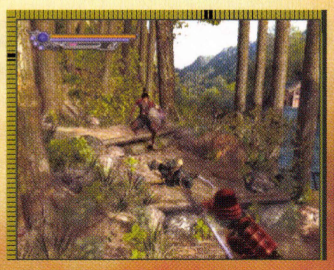


When your character runs toward an enemy, press the □ button while still in motion to perform a running attack. The forward momentum of your character carries through, causing most regular-sized enemies to fly back due to the sheer force of the collision! Improving your weapon's level increases the power of your running attacks.



Here's a pro trick: You don't even have to run at full speed to pull off the same attack! Even at close quarters, all you need to do is double-tap the D-pad up and press the □ button to perform a running attack. Try this with the Lv2 or Lv3 Hyoujin-Yari at close range against a cluster of Jaido lizard demons to flatten the whole bunch!

FIGHTING GROUPS



Historically, the samurai were known for their training in combating multiple enemies at once. This is why the heroes of *Onimusha 2* are continually forced to enter situations in which they are outnumbered. To master the game, you must learn to overcome this constant enemy to player ratio imbalance.

Western combat ideology often promotes a one-on-one approach to fighting. You will hardly survive this game with that approach. You must fight the entire enemy set at once. Do not focus on killing a single enemy, but rather damaging each enemy a little until they're weak enough to be dispatched. Don't use weak slashing attacks to go after a single foe while others circle around to attack you from behind.

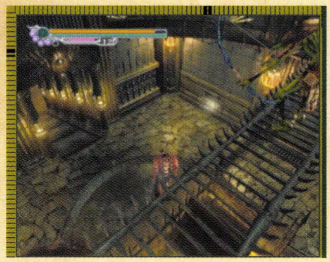
The best strategy to this end is to knock most of the enemies to the ground as fast as possible. With most of them flat on their backs, you are free to kill the one left standing, or to perform fatal stabs without fear of attack from behind.

To get foes on their backs, you must use running attacks, kicks, and charged attacks. Even if you must knock down the same demons twice or even three times while you finish off one demon every once in a while, the concept is to fight without leaving yourself open to a great amount of damage.

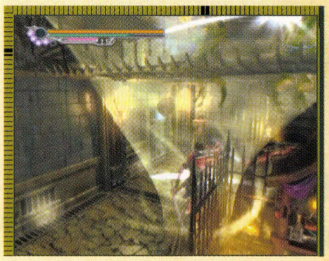
You will find that defeating your final foe will require most of the health items you find on your journey, so don't waste these items recovering from multiple wounds suffered in a battle with many weak and insignificant foes.

ARCHERS

Minions equipped with bows and arrows tend to complicate matters. First, archers usually position themselves in spots that are difficult to reach when fighting with swords or spears. Archers usually stand behind soldiers, supporting their evil comrades with volleys of arrows to suppress your characters' efforts. This is a strategy that is largely attributed to Nobunaga's historical campaign, so you must learn the deadly effectiveness of archers before it causes your adventure to end abruptly.



At the beginning of the game, when Jubei is fairly limited in weapon varieties, you need to focus on the archers first. Try to run past foes armed with swords and regular weapons, and attack the archers fast and hard. Make sure you watch the archers carefully, and press L1 the instant they shoot. Archers are usually poorly protected and die more easily than other enemies. With the archers defeated, Jubei can engage in extended melee battles with sword-carrying demons.



Other times, archers are perched in high locations where Jubei can't attack them, such as rooftops and balconies. The best way to handle these situations is to use the wind magic of the Senpumaru, which obliterates enemies up high as well as on Jubei's own level. The earthquake magic of the Dokoutsui hammer seeks out and eliminates archers in the area, whether they are positioned on the ground or above. However, since these weapons are acquired very late in the game, you must make crafty use of Jubei's own bow and arrows. Manually aim a shot at archers from as far away as possible.

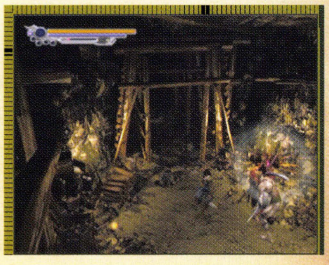
LARGE ENEMIES

Your first impression of the larger demons will most likely be that they are slower than the other demons, which for the most part is true. But what giants lack in speed, they usually make up for in higher hit points and strength. Their attacks are so fierce that Jubei's defense is often negated, and even holding the L2 button doesn't prevent damage!

The key to defeating the larger demons that you encounter halfway through the game, such as the Gozaresu and Gaidorozu, is charging your attacks before sliding forward. If you can double-charge an attack, even better. Although the Dokoutsui earth hammer is the best weapon to use against either of these monster types, a double-charged Buraitou sword can provide all the power you need to topple gargantuan foes when properly utilized. If your first charged attack doesn't eliminate the enemy, just slide back a few steps, charge up another one, and try again. It's all about patience and timing.

THE HIP TOSS

When fighting enemies that are taller than Jubei or any other character, there is a very small chance that the two will attack at the same time and lock swords. When a large demon locks swords with Jubei, the two begin to tremble with the force of their struggle.



When a character's sword gets locked with a demon's, run your fingers over the face and shoulder buttons. If you can press all of these buttons rapidly enough, your character will "win" this contest of strength and flip the enemy over his hip, flinging the beast across the room! Now the enemy is in a prime position for a fatal stab.

PRIORITIZING ENEMIES

When charging into battle against more than one type of demon, pick one to attack before all the others. That's just the way the targeting system works. In spite of the fact that you're facing overwhelming odds, Jubei and all the other characters only attack one enemy at a time. To pick just one enemy out of the whole pack requires a keen intuitive sense of which demon poses the greatest threat if not eliminated first. Also, there are two unwritten overlapping rules to fight by:

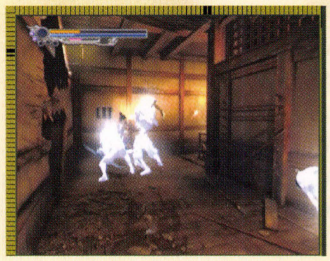
1. Eliminate large demons before small demons, using magic if need be. For example, a Gerohone wall demon or a Gaidorozu may seem to be rather stationary and harmless at first, but if you spend too much time fighting a group of Jaido lizardmen, then the larger demon will approach and make your combat extremely difficult.

2. Eliminate fast moving demons that frequently attack before large and slow demons. An Oowashya takes longer to reach your character than the Bazu, which rolls across the ground at incredible speed. Although you can try to run past them, they will continue to roll after you until they cause damage.

MAGIC ATTACKS

Jubei can launch different magic attacks from each of his five Oni weapons. Each weapon has its own Magic Meter, and you can perform magic attacks as long as magic energy remains in the meter. When one weapon's Magic Meter depletes, switch to another weapon with a full meter. Then continue to execute magic attacks until the meter for this weapon is depleted, and so forth.

Because each magic attack consumes magic energy, it's impossible to rely on magic attacks all of the time. For example, in a boss fight you can use up all of your magic by launching attack after attack, until you blow through all the magic in all of your weapons. How do you know when it's alright to use magic energy, and when to save it?



Aside from saving your magic energy for the next boss encounter, you should also rely on it during a desperate situation. Let's say that after an event or upon entering a room, you're instantly surrounded by powerful enemies and you know that you'll sustain a lot of damage if you don't use magic. If this situation arises, then use magic to even the odds in your favor. Conserving magic for the next boss fight is a good strategy, but it's futile if you never live to see it.

Additionally, each sub-character can perform an attack that consumes energy from their own individual Magic Meters. For the sub-characters, magic attacks are not weapon-specific. Basically, a sub-character's magic is really a way for the character to use his or her specific talent. Because sub-characters can't increase the length of their Magic Meters, use the same strategy in conserving magic attacks for overwhelmingly powerful demons and situations in which a sub-character is in immediate peril.

CHARGING ATTACKS

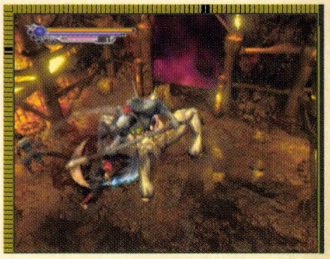
Jubei can increase the power of his regular attacks and launch special moves by charging the attack beforehand. To charge an attack, press and hold the R1 button tightly. If the weapon doesn't start to charge, release R1 and press it tightly again.

Jubei can charge the attack to multiple levels of power, if he has enough time and if he has the proper Tech manuals in his possession. You can charge up each Oni weapon, and then charge it to a higher level if you have the two tech manuals for the weapon. You will always receive the Tech.1 manual before the Tech.2 manual. You can easily obtain Tech.1 manuals for weapons fairly easily through successful item trades with various sub-characters. Getting the Tech.2 manuals requires that you solidify Jubei's relationships with one or two of the sub-characters above all the others. Therefore, it's fairly difficult to get all of the Tech.2 manuals in one game.

Although charging up your weapon to the third power takes only a very short time, in the heat of combat it can take way too long. To successfully charge your weapon, do whatever you can to make some room. Back away from enemies as far as possible; if there's no room, knock all the enemies down with running attacks or kicks. Or, best of all, circle the enemy while pressing the R1 button by repeatedly tapping left or right on the D-pad. You should then be in close proximity to your foe, able to unleash a technique the moment it's ready.

Sub-characters can triple charge their attacks, but usually the technique is no different for all of their weapons. This is the best means by which sub-characters can defeat overwhelmingly large enemies and bosses.

SECRET COMBOS



In addition to charged attacks, you can perform a secret combo with each weapon after Jubei obtains its Secret manual. For each weapon, the combination of buttons is always the same: Down, Up + □. It's easy to remember, but it doesn't work until the Secret item pertaining to each weapon is found.

Even the Rekka-Ken fire sword has a secret combo, but no manual is required to perform it!

CRITICAL HIT

With the proper timing, a character can inflict a Critical Hit on one or multiple enemies. Attack at the moment an enemy moves to attack to make Jubei perform a Critical Hit. This causes the entire screen to flash with light, and eliminates the enemy with a single stroke. Plus, any foes standing directly to the left or right of the targeted enemy will be eliminated too. You'll also be surprised to see Jubei take out multiple enemies spread apart if they are also attempting to attack.

Causing a Critical Hit to occur can be a bit frustrating at first. The best way to make it happen is to stand motionless until the enemy raises its sword. When that occurs, simultaneously press R1 and □. The number of Criticals scored is tallied as part of your rank, so it's an important aspect of your game. In fact, there's an entire mode in which the only way to kill an enemy or a boss is with a Critical Hit, so practice hard!

ONIMUSHA MODE

Absorbing five purple souls causes Jubei to enter Onimusha mode. In this state, Jubei is invulnerable to attack and will strike enemies with extra-powerful blows. Pressing △ while in Onimusha state causes Jubei to shoot homing energies from his hand, which seek out and eliminate demons on all sides. However, Onimusha state only lasts for a short time, after which you must collect five more purple souls to trigger it again. You can extend Onimusha mode by injecting more purple souls while in this invulnerable state.

The best way to use Onimusha mode is to absorb four purple souls, which are displayed around Jubei's meters in the upper-left corner. Avoid absorbing the final purple soul until Jubei is near a boss fight, or preparing to fight more powerful enemies.

ZEN

Zen is the religious philosophy adopted by the samurai during feudal times. This is the outlook on life that enabled them to become some of the most admirable and feared warriors in all of history. According to the principles of Zen, all things are as they are and accepting them as such without judgement is the path to achieving peace in your soul.

Onimusha 2 requires you to adopt this philosophy to some extent; if not, you'll most likely make yourself miserable! When an enemy appears, there's no reason to panic. Never mash the buttons wildly in an attempt to win through "berserker" tactics. That will never work. *Onimusha 2* is best played with a steady hand and a firm attention to button combinations.

Just because an enemy strikes you is no reason to criticize yourself or the game. Slide backwards to evade further damage. Remain calm. You cannot outfight your enemies if you cannot *outthink* them.

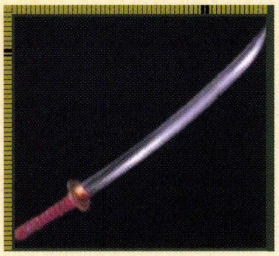
WEAPONS & ARMOR

With five playable characters, each with his or her own specialized skills and weapons, there are a lot of equipment pieces to cover! Use this section to get the most bang out of all that stuff your characters are lugging around.

JUBEI'S INVENTORY

YAGYU SWORD

Jubei's trusted weapon. Unfortunately, this clan heirloom won't serve much use against Nobunaga's otherworldly minions. This sword has no magic attack and cannot be charged.



BASIC ATTACKS

ACTION	PRESS
Slash left and right	○, repeatedly
Running Chop	While running, press □
Thrust	Hold R1, Up + ○ (medium range)
Uppercut	Hold R1, Up + □ (close range)
Lightning Attack	△

Charge 1: Hold the R1 button tightly until the sword glows once. Press the attack button to perform a super-powerful slash that will knock most low-level enemies to the ground, including the firmly-grounded Oda Samurai.

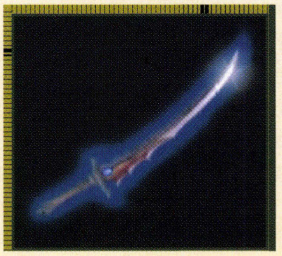
Charge 2: Must receive **Buraitou Tech.1** item. Hold the R1 button tightly until the sword glows twice. Press the attack button to perform a powerful uppercut that knocks enemies into the air. With the proper timing, press □ again at the moment of contact to initiate a second blow. With the foe in the air, you can bash it to the ground with a second hit.

Charge 3: Must possess **Buraitou Tech.2** item. Hold the R1 button tightly until the sword glows three times. Press the attack button to unleash a spectacular combo of blows. Press □ again the instant of the last hit to initiate an extra-powerful bonus strike!

Buraitou Level 2: 7000 Souls

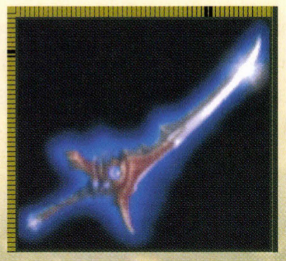
BURAITOU

You can obtain the lightning sword from the Lightning Dragon Shrine in the Yagyu Village: Dragon Pond area. This weapon functions much like the Yagyu Sword. Physical and magic attacks become more powerful as the weapon's level increases. This swift weapon is efficient against quick enemies; performing a running attack with it has a great possibility of knocking an enemy to the ground.



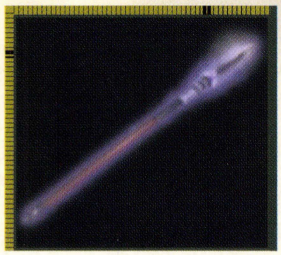
Buraitou Secret: Must possess **Buraitou Secret** item, found in the Gold Mines: Western Cavern. Press Down, Up + □ to perform a devastating combo. Press □ again at the moment of the final hit of the combo to attack with one last, ultra-powerful stroke. You can raise the power of this combo by charging the attack.

Lightning Attack: Press △ to jab at the closest enemy. When the sword connects, Jubei will commence a lightning-summoning series of attacks that culminates with a lightning bolt that strikes the enemy. This attack damages enemies directly above the target as well, while foes at close range to the target enemy will sustain minor damage. The power and size of the lightning bolt increases as the level of the weapon increases.



Buraitou Level 3: 14,000 Souls

HYOUJIN-YARI



The ice spear is obtained from the Ice Dragon Shrine in the southeastern cave of the Gold Mines. The weapon's extended reach enables Jubei to pierce and bash enemies that are far away. The weapon's weight restricts Jubei's movement to some extent but, with a little practice, you'll realize that this is the best weapon to use to defend against fast moving groups of enemies at close range.

BASIC ATTACKS

ACTION	PRESS
Triple Thrust & Bash	○, repeatedly
Running Area Bash	While running, press □
Piercing Thrust	Hold R1, Up + ○ (at medium range)
Forklift	Hold R1, Up + □ (at close range)
Ice Attack	△

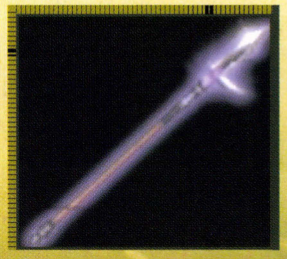
Charge 1: Hold the R1 button tightly until the spear glows once. Press the attack button to perform a powerful spin-bash that knocks down all low-level enemies close to Jubei.

Charge 2: Must receive the **Hyoujin-Yari Tech.1** item. Hold the R1 button tightly until the sword glows twice, then press □ to make Jubei forklift the enemy high into the air. With the proper timing, press □ again at the moment of contact to initiate a second attack. With the foe in the air, Jubei can thrust outward and pierce the enemy for greater damage.

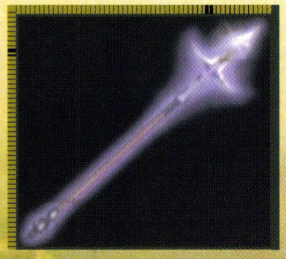
Charge 3: Must possess the **Hyoujin-Yari Tech.2** item. Hold the R1 button tightly until the sword glows three times. Press the attack button to make Jubei unleash a spectacular combo of bashes and slashes. Press □ again when the last hit connects to initiate an extra-powerful bonus thrust that can pierce any foe!

Hyoujin-Yari Secret: Must possess the **Hyoujin-Yari Secret** item, found in the Gold Mines: Northeastern Treasure Cave. Press Down, Up + □ to perform a rapid-fire succession of thrusts. Press □ again at the instant of the final hit of the combo to attack with one final, ultra-powerful piercing thrust. You can raise the power of this combo by charging the attack.

Ice Attack: Press △ to make Jubei swing the spear overhead-style at the closest foe. When the sword strikes the ground, a line of freezing ice travels across the surface, damaging all enemies in a line directly behind the targeted foe. Foes reduced to zero hit points will freeze. Press □ to attack frozen foes to make them shatter like icicles. The length and width of the ice attack, as well as its ability to freeze enemies, increases as the weapon increases in level.

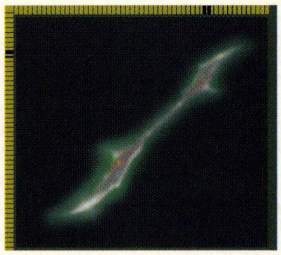


Hyoujin-Yari Level 2: 7000 Souls



Hyoujin-Yari Level 3: 14,000 Souls

SENPUMARU



The wind baton is obtained from the Wind Dragon Shrine in Fog Valley. A swift and stylish weapon, Jubei can attack foes in all directions with a series of spinning slashes and chops. However, the lightness of this weapon makes it harder to bash enemies to the ground.

BASIC ATTACKS

ACTION	PRESS
Double-Bladed Fury	○, repeatedly
Running Spin-Slash	While running, press □
One-Ended Jab	Hold R1, Up + ○, medium range
Uppercut	Hold R1, Up + □, close range
Wind Attack	△

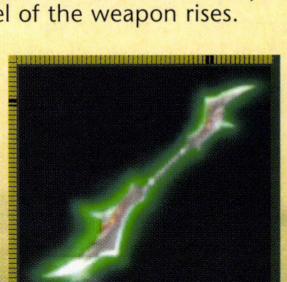
Charge 1: Hold the R1 button tightly until the baton glows once. Press the attack button to perform a super-powerful twirling slash that will knock down a single enemy, also damaging any foes behind Jubei.

Charge 2: Must receive **Senpumaru Tech.1** item. Hold the R1 button tightly until the dual-bladed weapon glows twice. Press attack and Jubei will scoop the enemy high into the air. With proper timing, press □ again at the moment of contact to initiate a second attack. Having lifted the foe high, Jubei will slash downward, bisecting the enemy with both blades of the weapon.

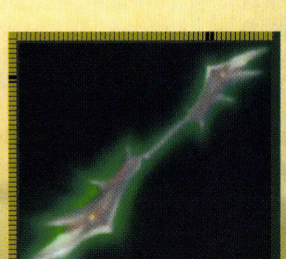
Charge 3: Must possess **Senpumaru Tech.2** item. Hold the R1 button tightly until the dual-bladed weapon glows three times. Press attack and Jubei will spin in circles around a foe, inflicting multiple slashes to an enemy and incidental damage to any other foe in the vicinity. Press □ again upon the instant of the last hit to initiate an extra-powerful bonus spin-slash to finish off even large foes!

Senpumaru Secret: Must possess **Senpumaru Secret** item, found in the little alcove at Fog Valley: Crushing Walls Trap. Press Down, Up + □ to perform a powerful spinning double-uppercut. Press □ again at the instant of the final hit of the combo to attack with an extra-damaging x-pattern double slash. The power of this combo can be raised by charging the attack.

Wnd Attack: Press △ and Jubei will spin in a circle, summoning tornado of wind. This attack will pull all enemies in the area toward Jubei. The tornado cone will damage all enemies that it comes in contact with on all sides of Jubei. Enemies perched high above can also be damaged. The size of the wind cone and the pull of the attack increases as the level of the weapon rises.

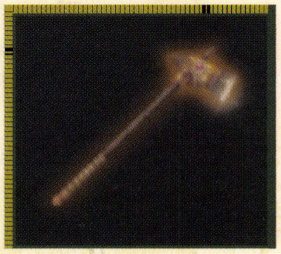


Senpumaru Level 2: 7000 Souls



Senpumaru Level 3: 14,000 Souls

DOKOUTSUI



The earthquake hammer is obtained from the Earth Dragon Shrine in the great hall of the Oni Sacred Place. The heaviest weapon of all, Jubei's movements are greatly restricted. Jubei requires more time to recover his center of balance between each attack. However, the tremendous crushing power of the hammer is more likely to flatten foes in one hit than any other weapon! This is the ultimate equalizer for use against the metal-plated Hyukan and large foes such as Gaidorozu and Gozaresu.

BASIC ATTACKS

ACTION	PRESS
Cross-Pattern Bashing	□, repeatedly
Overhead Smash	While running, press □
Point Jab	Hold R1, Up + □, medium range
Vertical Lift	Hold R1, Up + □, close range
Earthquake Attack	△

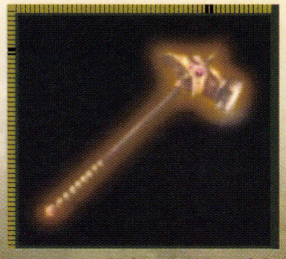
Charge 1: Hold the R1 button tightly until the hammer glows once, then press □ to perform a dizzying single-spin attack that will knock down any foes standing extremely close to Jubei on any side.

Charge 2: Must receive **Dokoutsui Tech.1** item. Hold the R1 button tightly until the massive basher glows twice. Press attack and Jubei will bash the enemy right under the chin, knocking them upwards. With proper timing, press □ again at the moment of contact to initiate a second swing. Having knocked the foe off their feet, Jubei will perform a second upward swing, knocking the enemy into an even higher arc.

Charge 3: Must possess **Dokoutsui Tech.2** item. Hold the R1 button tightly until the heavy mallet glows three times. Press attack and Jubei will spin five times, repeatedly hitting all enemies in front and behind with extra-damaging blows.

Dokoutsui Secret: Must possess **Dokoutsui Secret** item, found in the room sealed by the yellow Mozun on the second floor of Gifu Castle. Press Down, Up + □ to perform a powerful spinning blow followed by an over-the-head power bash. Press □ again at the instant of the final hit of the combo and Jubei will quickly add a second overhead bash to his series. The power of this combo can be raised by charging the attack.

Earthquake Attack: Press △ to create an earthquake rating 10 on the Richter Scale! The earthquake attack causes the ground to upheave under all the enemies in the room, knocking most demons' feet out from under them for massive damage. The size and power of each sedimentary upheaval is increased as the weapon is improved in level. For this reason, the Dokoutsui requires a great deal more souls to improve than other weapons.



Dokoutsui Level 2: 9000 Souls

Dokoutsui Level 3: 18,000 Souls

REKKA-KEN

The sword of fire is not only the most devastating and damaging weapon in the game, it comes fully loaded with all of its Tech levels and Secret Techniques! This greatest of weapons is obtained by surviving the 20th level of the Purple Dark Realm. Although the red blade handles much like the Buraitou or Yagyu Sword, its incredible weight makes it somewhat slower to handle. Swift foes may still have the advantage against this weapon, but bosses and slower demons can't stand it!

BASIC ATTACKS

ACTION	PRESS
Three-Way Chops	□, repeatedly
Power Hack	While running, press □
Thrust	Hold R1, Up + □, medium range
Edged Lift	Hold R1, Up + □, close range

Charge 1: Hold the R1 button tightly until the fire sword glows once. Pressing □ causes Jubei to perform a powerful lateral attack that bashes most enemies to the ground.

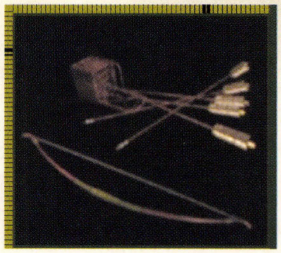
Charge 2: Hold the R1 button tightly until the massive basher glows twice. Press attack and Jubei will swiftly chop the foe from below with an uppercut. Press □ again with good timing at the instant of contact, and Jubei will perform a bonus follow-up attack.

Charge 3: Hold the R1 button tightly until the red sword glows purple with maximum power. Jubei will perform an over-the-head chop. Press □ with great timing at the moment of contact, and he will perform a bonus uppercut. Press □ yet again at the moment of the second contact, and Jubei will perform an additional bonus thrust that should finish off most foes. Due to the timing required for all three of these attacks, triple-charging the Rekka-Ken and getting the most out of it can be a little tricky.

Rekka-Ken Secret: Press Down, Up + □, and Jubei will leap into the air and cleave his opponent in half on the descent. The power of this attack can be increased by charging the blade beforehand. Due to the length of air-time that Jubei spends in the air before attacking, the likelihood that an enemy can counterattack this technique is very high.

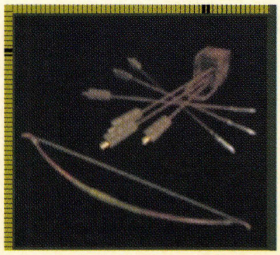
Fire Attack: Press △ to spread a wide circle of flames around Jubei, engulfing all enemies within range in blazing fire. The most devastating aspect of this attack is that enemies take damage twice; once from the initial strike, and more damage from being set on fire.

BOW AND NORMAL ARROWS



Most samurai are trained in archery in addition to sword combat. Jubei can equip a bow and shoot arrows at enemies flying overhead and perched high above. When the bow and arrows are equipped, press R1 to aim the bow at the closest enemy. When that enemy is slain, Jubei will auto-aim at the next closest enemy. You can override this by moving the Left Analog Stick to aim. Jubei can turn from side to side and aim up and down. Also, while the R1 button is pressed Jubei can slide from side to side to dodge attacks. However, the bow is too weak to block attacks, so the L1 button has no function. The bow is obtained by opening the item box on the second level of the blacksmith's shop in Imasho Town.

BOW AND FIRE ARROWS

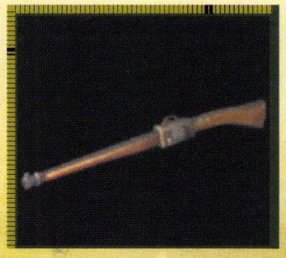


Although this combination has the same functions and controls as the bow with regular arrows, using fire arrows causes greater damage to opponents. The only way to ensure that you are going to take out an opponent Archer in one shot is to use a fire arrow. Fire arrows are usually obtained through gift exchange with sub-characters.

TANEGASHIMA

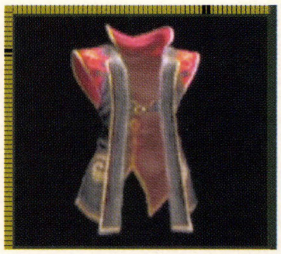
This improved version of the Matchlock from the previous game boasts slightly stronger firepower and higher accuracy. It only fires normal bullets, and cannot be loaded with burst bullets. When equipped, press R1 to aim at the closest enemy and □ to fire. When the first demon is killed, Jubei will auto-aim at the next-closest foe. You can override this by moving the Left Analog Stick to aim. The Tanegashima has no ability to block attacks, so the L1 button has no function. This weapon is perfect for easily dispatching of floating Gyarans and Archers perched up high where other weapons cannot reach.

TRI-BARREL GUN



This firearm enables the user to load three barrels at once, but it only uses powerful burst bullets. Press R1 to aim, and tap the □ button three times to fire in rapid succession. Aim can be adjusted by rotating the Left Analog Stick. Since burst bullets fire in a cone-shaped spread pattern, all enemies in a narrow formation in front of Jubei will take damage. The Tri-Barrel Gun is gained when Magoichi gives it to Jubei when they meet to fight enemies together on the Gifu East Area Lake Bridge. You can only acquire Burst Bullets through Gift Exchange.

YAGYU ARMOR

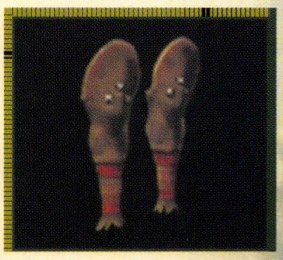


Jubei's default body armor, a family heirloom passed down to him from his father, can be improved by injecting red souls for greater defensive capabilities. Higher level body armor will reduce the amount of damage received from attacks.

Yagyu Armor Level 2: 9000 Souls

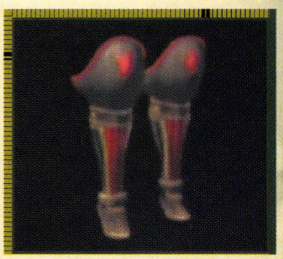
Yagyu Armor Level 3: 17,000 Souls

YAGYU FOOT ARMOR



Jubei's default foot armor protects Jubei from being knocked down by an enemy assault, and can be improved by injecting red souls. Higher level foot armor will increase Jubei's mobility even while equipped with heavy weapons, and decreases the amount of damage sustained.

Yagyu Foot Armor Level 2: 6000 Souls



Yagyu Foot Armor Level 3: 11,000 Souls

YAGYU ARM ARMOR

Jubei's arm coverings help him to block enemy attacks, and can be improved by injecting red souls. Higher level arm armor will deflect more powerful attacks, and also improve Jubei's speed in swinging heavy weapons.

Yagyu Arm Armor Level 2: 5000 Souls

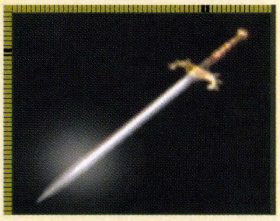
Yagyu Arm Armor Level 3: 11,000 Souls

NECKLACES

In addition to his three armor pieces, Jubei can also equip a magic necklace obtained by completing certain tasks or by trading items well. A complete list of necklaces and their descriptions are located in the "Secrets" chapter.

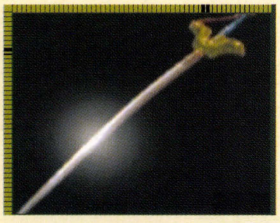
OYU'S INVENTORY

BROAD SWORD



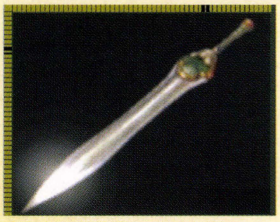
Oyu's default weapon is a medium-length, double-edged sword with sufficient weight and damaging capabilities.

PHIRANGI



The Phirangi can be wielded by Oyu if Jubei purchases this item from the Imasho Town shop and gives it to Oyu through Gift Exchange. The Phirangi is longer and sharper than the Broad Sword, providing a greater attack range and damaging power.

GRADIUS



Oyu finds the Gradius during the brief time in which she becomes a playable character. It is located next to the Magic Mirror at the bottom of Fog Bridge. The Gradius is a legendary weapon from the West, a medium-weight sword with a tremendous sharpness that is perfect for a female warrior.

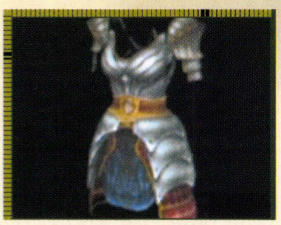
DAGGER

Press the L2 button to make Oyu toss a lightweight throwing knife. She begins with 30 Daggers in her possession, and she can find more when they are dropped by her defeated foes. A Dagger is a great way to attack enemies from great distances. Use them to delay or forestall the attacks of larger foes by causing them to stagger in pain.

PLATE ARMOR

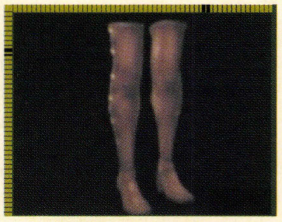
Oyu's default armor is styled after the armors of royal ladies from the West, indicating her interest in Western fashions and customs. This plated garment provides a minimal amount of protection from attacks of all kinds.

SILVER ARMOR



This silver-plated armor is also fashioned to suit Oyu's Western sensibilities, and reduces the amount of damage received from all kinds of attacks. Oyu can wear this armor if Jubei purchases it from the Imasho Town shop and offers it to Oyu through Gift Exchange.

LEATHER BOOTS

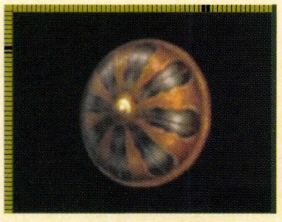


Oyu's light leg gear enables her to move swiftly and slightly reduces the amount of damage she receives.

HARD BOOTS

These plated boots provide greater protection against damage and enable Oyu to move and dodge attacks more easily. These leg accoutrements can be obtained through Gift Exchange with Magoichi, and then must be offered to Oyu in trade.

ROUND SHIELD



Oyu's default lightweight shield can be worn on one arm to deflect a majority of attacks from humanoid-sized enemies.

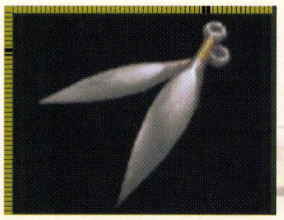
ADARGA

Found on the lower level of the Oni Sacred Place Water Room, the Adarga is a shield of Western craftsmanship that deflects a wider variety of enemy attacks from creatures of all sizes, but is still light enough to be carried by a woman into combat.

KOTARO'S INVENTORY

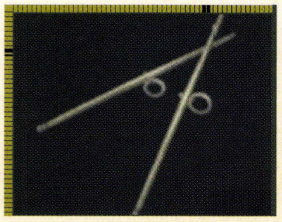
KUNAI

The effective weapons of a ninja warrior, Kotaro equips one of these lightweight knives in each hand to attack with multiple swift slashes.



GABISHI

Lightweight piercing instruments with rings for Kotaro's fingers, these weapons can slide between the plates of most armor and spinning them increases the amount of damage inflicted. For Kotaro to use these weapons, Jubei must purchase them from the Imasho Town store and offer them to Kotaro in Gift Exchange.



ROGA-KUNAI

Forged in the magic fires of the Phantom Realm, these knives are the lightest and sharpest that a ninja can wield. Kotaro finds these weapons during his side quest on the fifth level of the Red Phantom Realm.

SHURIKEN

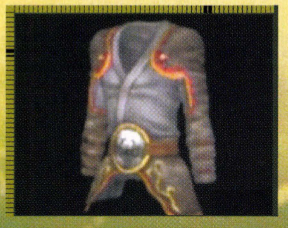
Lightweight throwing stars that Kotaro can toss five at a time damage flying enemies and cause ground foes to stagger off-balance. Kotaro begins with 30, referring not to the total number of Shuriken but to the remaining times that he can attack with five stars. Kotaro can obtain more Shuriken when they are dropped by his defeated foes.

FUMA COSTUME

The ninja uniform of the Fuma clan, this garment allows a ninja to move silently and swiftly with stealth and invisibility.

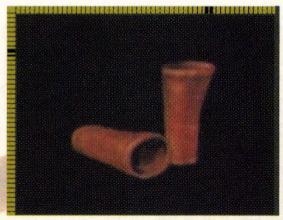
STEALTH COSTUME

Kotaro can obtain this improved ninja piece from the black item box at the Fog Valley: Mountain Stream area. The Stealth Costume reduces damage received and extends the time period in which Kotaro can remain invisible.



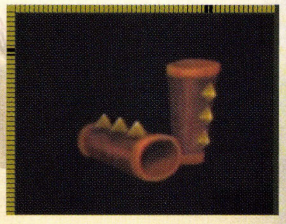
FUMA KYAHAN

Kotaro's shin protectors provide extra protection against enemy attacks.



HIEN KYAHAN

These spiked leg protectors enable Kotaro to kick opponents with greater force, causing damage and loss of balance while reducing the amount of damage received from attacks. Obtained by Jubei through Gift Exchange with Kotaro and then Ekei, offer them to Kotaro in trade to let him use them.

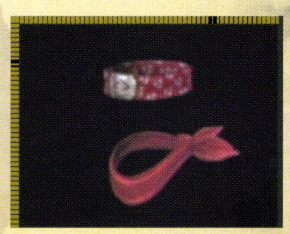


FUMA HACHIMAKI

The common head protection of the Fuma ninja clan, this garment does little more for Kotaro than proudly display his family colors.

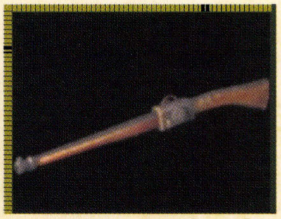
KEIMYO HACHIMAKI

A ninja headband reinforced with a light steel plate, this item greatly reduces Kotaro's damage received. For Kotaro to obtain this, Jubei must purchase it from the Imasho Town store and offer it to Kotaro in trade.



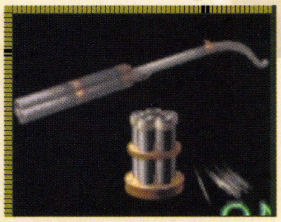
MAGOICHI'S INVENTORY

TRI-BARREL GUN



Exactly like the weapon listed in Jubei's inventory, since Magoichi is the one to give it to the samurai. The greatest exception is that Magoichi can employ this weapon with more versatility in his techniques and magic attacks. While Magoichi's weapon glows orange, he can fire rapidly until the magic effect wears off.

GORAISHINKI



A powerful, machinegun-like weapon that fires five needles, in three-burst patterns. Can be used in all of Magoichi's combat techniques as outlined in the "Characters" chapter. This weapon is obtained for Magoichi when Jubei purchases it from the Imasho Town store and offers it to the gun team captain in Gift Exchange.

FLAMETHROWER

A weapon that emits a stream of flaming fuel that can be used to deflect enemies' attacks and light them on fire. The heavy weight of this instrument prevents Magoichi from charging attacks and negates his ability to dodge. Magoichi cannot block attacks while this is equipped, negating the function of the L1 button. You can walk slowly forward and backward while firing the weapon. The Flamethrower will emit fire for roughly five seconds before it begins to spurt and sputter out, so it is best fired in short blasts. This item is found by Magoichi during his side quest in the same chamber of the Demon Cave where the Great Powder Tube is obtained.

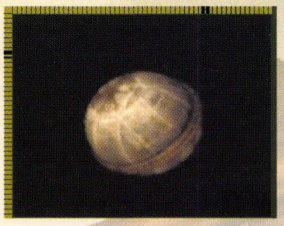
CANON

The Canon is a heavy, experimental, hand-held cannonball launcher that is loaded with only one shot. This weapon is used by Magoichi during a single event in the game if Jubei is highly allied with the gun master. Also, this weapon can be obtained in the *Team Oni* mini-game.

COMBAT KNIFE

Magoichi is also equipped with a slender, medium-weight combat knife for close range encounters. Whenever Magoichi stands perfectly still, press □ to make him thrust outward swiftly to stab an opponent. Magoichi also uses this item to perform a fatal stab on any demon lying prone on the ground underneath him. In combination with the blasting power of his guns, this weapon enables Magoichi to make short work of the demons.

FLASH BOMB



Magoichi comes equipped with 30 flash bombs that can be used by pressing the L2 button. Upon detonation, flash bombs will stun all enemies in a very close radius around Magoichi. Only resort to these when surrounded by non-attacking enemies.

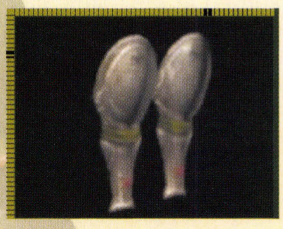
SAIGA COSTUME

Magoichi's gun team uniform enables him to move swiftly and protects him from powder burns as well as low amounts of damage.

PIRATES COSTUME

This stylish, Western-style armor reduces the amount of damage received by Magoichi. It is obtained through Gift Exchange with Magoichi and then Oyu, and must be offered to Magoichi by Jubei.

SAIGA BOOTS



Magoichi's light leather boots enable him to travel lightly through enemy territory.

WESTERN BOOTS

These leg protectors imported from the West add greater protection and reduce damage from enemy hits, while enabling Magoichi to move and dodge more quickly. Jubei must purchase them from the Imasho Town store and offer them to Magoichi in Gift Exchange.

SAIGA GLOVES

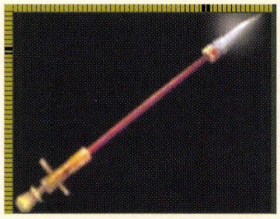
Magoichi's arm coverings prevent powder burns and provide greater hand dexterity for quicker weapon reloading.

RASHA GLOVES

Magoichi can obtain these gloves during his side quest in the Demon Caves, in the section near the south Magic Mirror. These functional gloves allow Magoichi to aim his weapons more swiftly and more accurately.

EKEI

NORMAL SPEAR



Ekei's default weapon, he handles in much the same fashion that Jubei handles the Hyoujin-Yari. Ekei can employ this sharp, long-ranged weapon in all of his techniques.

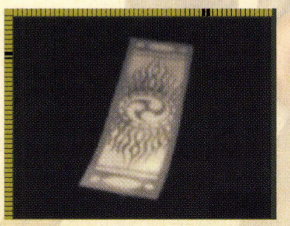
HOUTENGEKI

A spear adorned with crescent-shaped blades on either side of its head, this weapon renders nearly twice as much damage to opponents as Ekei's normal spear, and its light weight makes it easier to swing. Jubei must purchase this item from the Imasho Town store, then offer it to Ekei in Gift Exchange.

HALBERD

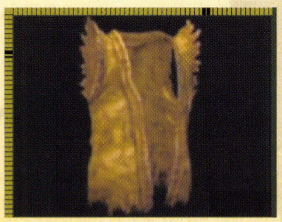
Ekei finds his own ultimate weapon in the Gifu East Area Waterfalls location. The Halberd swings with the weight and power of an axe, but it also has a spear-blade at its tip. Ekei renders massive damage against his foes with this blade.

CHARM



Ekei carries a starting quantity of 30 charms. These mystic papers can be imbued with power by a Hozoin monk and tossed at an opponent. Sticking to the skin of the foe, Ekei can then detonate the charm to cause major damage to the foe as well as stun them. Press L2 to power and toss a charm, then press L2 again to detonate the charm before its power is lost.

HOZOIN GARMENT



The straw monk's garment keeps him warm as he travels across the chilly mountain ranges. This item provides minimal protection against enemies and attacks.

ASHURA GARMENT

A silken garment woven in the shrines of Ashura, this armor piece provides Ekei with greater mystic protection against the attacks of demons. This upper body outfit is obtained through item trading with Ekei and then Kotaro, and it must be offered to Ekei in Gift Exchange.

HOZOIN LEG GUARD

Cloth and iron leg wear designed to provide Ekei with a minimal amount of protection and mobility in combat.

FUDO LEG GUARD

Iron protectors that provide greater stability and protection to Ekei, at the price of a little mobility. Jubei must purchase the Fudo Leg Guards at the Imasho Town shop and offer them to Ekei in Gift Exchange.

HOZOIN PROTECTOR

Shoulder protectors made of iron and leather that help Ekei to deflect attacks and reduce the amount of damage received.

NIOH PROTECTOR

Steel shoulder protectors that increase Ekei's ability to block attacks, even from larger and more powerful demons. Ekei can obtain this helpful item during his own side quest in the Royal Bedroom on the first floor of Castle Gifu.

ITEM TRADING & ALLIANCES

One of the best new features of *Onimusha 2: Samurai's Destiny* is the Gift Exchange system, which adds a lot of depth to the gameplay. As Jubei travels the regions surrounding Yagyu Village and Imasho Town, he will find miscellaneous items that are stored in the "Gift" menu.

After meeting the sub-characters Oyu, Ekei, Magoichi and Kotaro, Jubei can offer these "Gift" items to any of them in exchange for other items. Depending on how the sub-character feels about the offered gift, they might return the favor by giving useful items to Jubei.

In addition to the trade of gifts, there is also a hidden alliance meter that increases between Jubei and the sub-characters. As more items are offered to a sub-character, and as long as they continue to respond positively, Jubei will become increasingly good friends with that character. The better allied you are with a sub-character, the more often that person will appear during the game to help Jubei as well as offer dialog and advice.

GIFT EXCHANGE BASICS

After triggering the meeting event with Magoichi and Ekei in the mining town of Imasho, Jubei receives the **Gift Exchange** instructions explaining how the system works. Basically, whenever you see a sub-character approach one of them until a small green icon appears in the bottom-right corner of the screen. When this occurs, press the START button to enter the Gift submenu. Select an item from your inventory and press ⊗ to offer the item. After confirming your choice, the sub-character will see the item, react to the offer, and respond accordingly.

Press START to enter the Gift menu. Select an item and press ⊗ to offer it.

The person will react favorable to the item, or not...

You can trade items with the four sub-characters wherever and whenever you see them. If the icon doesn't appear, it means the sub-character isn't interested in trading items at that moment. This sometimes occurs when encountering the sub-characters outside of Imasho Town, depending on the current situation in the game. The easiest place to exchange Gifts is when the sub-characters are relaxing at various positions around Imasho.

REACTIONS TO GIFTS

Each sub-character has a different set of items that they like and items that they hate. Their reactions are all based on their personality traits displayed during the game. For each sub-character, there are at least six possible reactions to each offer.

VARIOUS REACTIONS

If you offer a gift to a person who might enjoy that type of item, they will react favorably and give you a good item in return. If the person requests a certain item, they will be very happy that the item fulfills their desires. This is the way to obtain great items.

Sometimes a sub-character will accept the item, but he or she is somewhat disappointed with the trade. Less desirable items are returned in these situations. If a sub-character is offended by a particular offer, they will reject the trade outright. In such cases, the level of friendship between Jubei and the sub-character will decrease.

UNBALANCED TRADES

On occasion, a sub-character dislikes an item so much that he or she will give Jubei an item in return that they don't like either. Strangely, this is the way to obtain some rare Gift items, volumes of history, Artworks featuring beautiful maidens, and sometimes the extremely rare Fossilized Bones required to obtain the Black Necklace late in the game. Although Jubei benefits greatly from such unbalanced trading, alliance points with sub-characters decrease in the bargain.

CHARACTER-SPECIFIC EQUIPMENT

If you purchase an equipment item at the Imasho Town shop that's marked for use by one sub-character only, offering it to another sub-character will decrease alliances with them. The sub-character for whom the weapon or armor piece is intended will react very favorably to the offer, and will return the favor by giving Jubei his first and second level Technique manuals. With these items in his possession, Jubei can charge the power of his attacks to even higher levels. Giving an armor or weapon piece to the person for whom it is designed increases alliance levels, but only to a small degree.

LEVELS OF ALLIANCE

As Jubei completes more and more favorable gift exchanges with one sub-character, the alliance between the samurai and his new friend will rise to greater levels. The sub-character will begin to appear more often in the game, revealing more of his or her story and assisting Jubei during boss battles and certain combat events.

If the alliance level between Jubei and the sub-character rises to a required degree, then the sub-character will become playable for a brief period of time during the game. The differences between playing as Jubei and playing as one of the sub-characters is fully discussed in the "Side Quests" chapter.

SPOTTING YOUR LEVEL OF FRIENDSHIP

Sub-characters indicate something about the level of alliance between themselves and Jubei at the start of each gift exchange transaction. At the beginning of the game, when Jubei has no alliance with any of the sub-characters, the person who you offer an item to will enter the transaction with his or her back turned to Jubei. The person seems almost bothered by your presence, but that person's tune soon changes when he or she see a likeable item.

During your first visit to Imasho Town, several favorable item trades are required to increase your alliance with a sub-character to the point where he or she no longer starts with their back turned. When a sub-character starts each transaction facing Jubei respectfully, it means that Jubei and the sub-character are friendly enough that the person might appear in cut-scene events during the game, as well as lend assistance in combat. Upon achieving this level, trade around a half-dozen more gifts in a favorable fashion and the sub-character might even become playable for a short time!

Oyu is different than the male sub-characters, because her alliance level with Jubei starts at the respectful level. She will enter each transaction already facing Jubei. However, if you offer her insulting items, the alliance level with her will decrease. After a few bad offers, she will turn away from Jubei at the start of each new trade.

BONDING WITH SUB-CHARACTERS

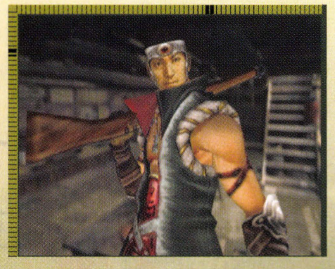
The highest level of alliance possible between Jubei and a sub-character is realized when the person starts each transaction with a familial gesture. The following describe those gestures:

- Ekei waves hello.
- Magoichi salutes with his gun.
- Oyu smiles coyly.
- Kotaro drops from hanging upside down.

If one of these animations occurs at the start of each new transaction, you have achieved a level of "bonding" with the sub-character. The bonding level indicates that you can definitely see all of that character's events and get their help in many of the boss fights.

Keep in mind that it's possible to reach the bonding level with more than one sub-character! In such a case, you will see some of one sub-character's events and some of the other, but the results are tied to the difference between exactly how many favorable transactions you have had with one bonded sub-character over the other. As you trade items, it's a good idea to keep a tally sheet by your side, and give yourself a checkmark for each favorable trade with each character. This is the surest way to know who your best ally is.

The person is turned away, so you know that the alliance level is very low.



When facing Jubei right away, a level of respect has developed.

When the sub-character performs a friendly gesture, Jubei has "bonded" with the character and the alliance has solidified.

SUB-CHARACTER POLITICS

Alliance levels are hampered by the differences between the sub-characters, which Jubei can't do anything about. For example, Magoichi and Ekei display a strong hatred toward one other, and this enters into the story line over and over again. Therefore, the more friendly Jubei gets with Magoichi, the more his alliance level decreases with Ekei. The reverse is also true. If Jubei gets too chummy with Ekei, then Magoichi will appear less in the game.

In a similar sense, Kotaro is distrustful of Oyu, so he will become less and less friendly if Jubei continues to trade items favorably with the young woman. It is possible to be friendly or even bonded with both of them, but your alliance with Kotaro will always take precedence over your alliance with Oyu and he will be a bigger part of the game. Thus, to make Oyu enter the story line more often, you must ignore Kotaro completely in the gift exchange system. On the other hand, you can still be very friendly with Oyu and trigger several of her events and still have Kotaro as an ally. The catch is that you must trade just a few more items favorably with Kotaro than Oyu.

ITEM EXCHANGE TABLES

Learn where to obtain all of the Gift Exchange items in this section! In the following tables, each gift exchange transaction is rated with a letter scale. The letter indicates how many alliance points are lost or accrued by giving the item to one of the sub-characters. If the amount of actual points accrued is different somehow, the points are listed as a (+) or (-) next to the letter.

LOCATIONS

Imasho Town is the default location for all gift exchange results in the following tables. If a location is specified in the "Special Traits" column, it means that you will experience a different result if you offer that item to the character at a location outside of the Imasho mining town. The letter value of the trade is specified after the forward slash.

COMBO

When you see "Combo with" in the Special Traits column of the table, it means that if you give the specified item to the sub-character first, then give the item for which this description appears, the second item trade will build upon the result of the first, and an entirely unique reaction will occur as opposed to giving the two items separately at different times. It seems that sometimes, Watermelon is just more favorable with Salt...

BENEFITS OF ALLIANCE

Sometimes a sub-character's reaction to an item will be modified when Jubei is already bonded tightly with that person. Good friends will be more accepting of a lesser gift than someone who is almost a complete stranger!

GIFT EXCHANGE RANKS

VALUE	POINTS	SUB-CHARACTER REACTION
A	+50	Receives an extremely favorable item
B	+30	Receives a good item
C	+10	Accepts a so-so item
D	-10	Angrily accepts an unwanted item
X	-70	The item was received from the sub-character it is offered to, so it's rejected
Y	-30	Sub-character gently rejects an item
Z	-50	Sub-character firmly rejects an item

COMPLETE ITEMS LIST

NAME	DESCRIPTION	OBTAIN FROM
Ashura Garment	Armor for Ekei	Kotaro
Loaded Dice		Gold Mine Entry, Searching Miner after Gifu
Oolong Tea		Item box, Yagyu Village Tearoom
Vodka		First shop list
Emblem	Chalk (from Devoted Son), get Tale of the Heike (from Ekei), get Emblem (from Magoichi), get Melon (from Kotaro), get Orange Necklace (third trip to town)	Magoichi
Crown		Oyu
Blue Parrot	Appears in first item shop list only	First shop list (sold out in second shop list)
Red Parrot	Appears in second item shop list only	Second shop list (sold out in third shop list)
Green Parrot		Third shop list
Incense		Castle Gifu Entry Hall 1F
Fairy Tale Book		Second shop list
Music Box		Ekei
Pirates Costume	Armor for Magoichi	Oyu
Pocket Watch		Third shop list
Frog		Yagyu Village, Dragon God Pond, ground
Sake from Kaga		Oyu
Mirror		Gold Mines NE Treasure Cave
Sponge Cake		Magoichi
Gabishi	Weapon for Kotaro	Third shop list
Beetle		Imasho Town Mountain Path (Appears if you press ✕ button continually during the cutscene)
Hair Oil		Kotaro
Hair Ornament		Second shop (sold out at third shop)
Cameo		Magoichi
Playing Cards		Oyu
Dead Flowers	Changes over time from Bouquet	
River Fish		Fog Valley, Mountain Stream
Pickled Plum		Magoichi
Pipe		Item box, Imasho Town Save Point
Silver Coin		Kotaro
Golden Egg	Turns into Golden Chick over time	Laid by Brown Chick
Golden Chick	Turns into Golden Chicken over time	Changes from Golden Egg
Golden Chicken		Changes from Golden Chick
Rotten Fish		Changes over time from Raw Fish
Comb		Imasho Town, Marketplace, third merchant
Rouge		Magoichi
Glass		Imasho Town Stables, man near Iron Horse
Black Beer		Imasho Town Bar, bartender after Gifu (pay 100 gold)
Keimyo Hachimaki	Armor for Kotaro	Second shop list
Fur Skin		Imasho Town Bar Upper Level, first miner (After Kotaro appears)
Tea		Kotaro
Chinese Fiddle		Oyu
Ancient Coin		Oyu
Koban (gold coin)		Dog at Imasho Town, Gold Mine Entry
Ancient Documents		Imasho Town Stables, First Peasant
Goraishinki	Weapon for Magoichi, Book of Secrets Decision	Third shop
Confetti		Imasho Town Main Street, First Peasant
Dice		Gold Mine Entrance, Searching Miner
Deer Antler		Ekei
Fancy Paper	Reaction Item for Ekei	Ekei (exchange for Calligraphy Kit)
Potassium Nitrate	Involves event for Magoichi	Three locations in Gold Mines, marked on special map
Plant Book		Second shop list
Calligraphy Kit		Third shop list
Silver Armor	Armor for Oyu	Second shop list
Watermelon		Ekei
Crystal Ball		Item Box, Castle Gifu Commons, bottom of spiral ramp
Scarf		Ekei
Stamina Drink	Involves event for Ekei	Found in Oni Sacred Place B1F Torture Room, during event
Folding Fan		Item box, Imasho Town Bar Upper Level
Abacus		Yagyu Village, Mansion Closet
Strategy Book		Kotaro
Black Pill		Third shop list
Taizo Mandala		Imasho Town Marketplace, Drunk Monk
Taiheiki	A Tale of Great Peace	Oyu
Egg	Turns into Chick over time	First shop list
Pandora's Box		Third shop list
Dumpling Cake		Kotaro
Textile Fabrics		Ekei
Globe		Item box, Imasho Town Marketplace
Brown Egg	Turns into Brown Chick over time	Laid by Chicken
Brown Chick	Turns into Brown Chicken over time	Changes from Brown Egg
Brown Chicken	Lays a Golden Egg over time	Changes from Brown Chick
Pickled Vegetables		Kotaro
Pick		Imasho Town Bar Upper Level, second miner after Gold Mines
Tengu Mask		Imasho Town Stables, item box
Salt		First shop list
Copper Coin		Magoichi
Raw Fish	Turns into Rotting Raw Fish over time	Kotaro
Broken Bell	Involves event for Ekei	Imasho Town Stables, girl thief
Western Boots	Armor for Magoichi only	Second shop list
European Hat		Magoichi
Collected History Book	Gather all History Books Vol. 1-10 and they become this	Appears after gathering all 10 History Books
History Book Vol. 1	Gather all 10 to make Collected History Book	Gifu Castle 1F Stairs
History Book Vol. 2	Gather all 10 to make Collected History Book	Imasho Town Stables, Yellow Dressed Woman
History Book Vol. 3	Gather all 10 to make Collected History Book	Oyu
History Book Vol. 4	Gather all 10 to make Collected History Book	Imasho Town Gold Mine Entrance, item box
History Book Vol. 5	Gather all 10 to make Collected History Book	First shop list (sold out in second shop list)

NAME	DESCRIPTION	OBTAIN FROM
History Book Vol. 6	Gather all 10 to make Collected History Book	Ekei
History Book Vol. 7	Gather all 10 to make Collected History Book	Kotaro
History Book Vol. 8	Gather all 10 to make Collected History Book	Third shop list
History Book Vol. 9	Gather all 10 to make Collected History Book	Imasho Town Bar Upper Level, man asleep on balcony, First trip only (after meeting Kotaro)
History Book Vol. 10	Gather all 10 to make Collected History Book	Second shop list
Chicken	Lays a Brown Egg after a long time	Changes over time from Chick
Cloth		Imasho Town Blacksmith's, item box
Hard Boots	Armor for Oyu	Magoichi
Chalk	Chalk (from Devoted Son), get Tale of the Heike (from Ekei), get Emblem (from Magoichi), get Melon (from Kotaro), get Orange Necklace (third trip to town)	Devoted Son in item shop, after Gold Mines
Tube for Pigeon Leg	Item from Kotaro event only	Barawashya located at Fog Valley, Mountain Stream
Bouquet	Becomes Dead Flowers over time	Imasho Town Stables, walking man, after Gold Mines
Bread		Oyu
Hien Kyahan	Armor for Kotaro	Ekei
Gourd		Gifu East Area, God of East Shrine
Chick	Becomes Chicken over time	Changes over time from Egg
Naughty Novel		Third shop list
Phirangi	Weapon for Oyu	Third shop list
Wind Bell		Magoichi
Recorder		Oyu
Fork		Yagyu Village, Mansion Food Storage
Fudo Leg Guard	Armor for Ekei	Second shop list
Fish Rice		Kotaro
Pair Ring		Third shop list
Tale of the Heike	Chalk (from Devoted Son), get Tale of the Heike (from Ekei), get Emblem (from Magoichi), get Melon (from Kotaro), get Orange Necklace (third trip to town)	Ekei
Persian Carpet		Ekei
Telescope		Imasho Town Mountain Path, item box
Houtengeki	Weapon for Ekei	Third shop list
Conch		First shop list
Love Potion		Second shop list
Kaleidoscope		Item box
Unique Mushroom	*Value changes at random	Ground of Imasho Town Mountain Path, Oni Sacred Place Torture Room, dropped by demons
Melon	Chalk (from Devoted Son), get Tale of the Heike (from Ekei), get Emblem (from Magoichi), get Melon (from Kotaro), get Orange Necklace (third trip to town)	Kotaro
Grilled Fish		First shop list
Compass		First shop list only
Lemon		Second shop list
The Analects		Ekei
Wine		Magoichi
Wasabi		Yagyu Village Mansion Backyard, on ground
Wonder Flower	The change in bond from the item just handed over is negated	First shop list, dropped by demons

ITEMS OFFERED TO OYU

NAME	VALUE	SPECIAL TRAITS
Ashura Garment	Z	
Loaded Dice	Y	
Oolong Tea	B	
Vodka	D	
Emblem	Y	At 600 alliance points/D
Crown	X	
Blue Parrot	D	Outside Imasho Town/A (+100)
Red Parrot	A	At Gifu East Area Waterfall/D

NAME	VALUE	SPECIAL TRAITS
Green Parrot	D	
Incense	B	
Fairy Tale Book	D	
Music Box	A	
Pirates Costume	X	
Pocket Watch	B	
Frog	B	
Sake from Kaga	X	
Mirror	A	Combo with Comb/A (+100)
Sponge Cake	C	Combo with Sponge Cake/A (+100)
Gabishi	Y	
Beetle	B	
Hair Oil	B	Combo with Comb/A (+100)
Hair Ornament	A	
Cameo	A	
Playing Cards	X	
Dead Flowers	D	
River Fish	C	
Pickled Plum	B	
Pipe	Z	
Silver Coin	A	
Golden Egg	A (+100)	
Golden Chick	A (+150)	
Golden Chicken	A (+200)	
Rotten Fish	D	
Comb	A	If it's the first item traded/A (get Super M. Liquid)
Rouge	A	Always gives Pirates Costume
Glass	A	Combo with Wine/A (+100)
Black Beer	C	
Keimyo Hachimaki	Z	
Fur Skin	A	
Tea	A	Combo with Lemon/A Combo with Sponge Cake/A (unique dialogue)
Chinese Fiddle	X	
Ancient Coin	X	
Koban (gold coin)	Z	
Ancient Documents	D	
Goraishinki	Z	
Confetti	B	
Dice	C	
Deer Antler	B	
Fancy Paper	B	
Potassium Nitrate	Z	At 700 alliance points/C
Plant Book	B	
Calligraphy Kit	Z	At 900 alliance points/C
Silver Armor	A (+80)	Always receive Tech. Manual
Watermelon	Y	At 600 alliance points/D
Crystal Ball	A	
Scarf	A	
Stamina Drink	Z	Combo with Naughty Novel/Z (unique dialogue), Combo with Love Potion/A (+100)
Folding Fan	C	
Abacus	C	
Strategy Book	D	
Black Pill	B	
Taizo Mandala	Y	
Taiheiki	X	
Egg	C	
Pandora's Box	D	
Dumpling Cake	D	Outside Imasho Town/A (+100)
Textile Fabrics	A	
Globe	Y	
Brown Egg	B	
Brown Chick	Z	
Brown Chicken	D	Outside Imasho Town/D (unique dialogue)
Pickled Vegetables	C	
Pick	Z	
Tengu Mask	Z	Combo with Naughty Novel/A (+100), Combo with Love Potion/A (+100)

NAME	VALUE	SPECIAL TRAITS
Salt	C	
Copper Coin	C	
Raw Fish	D	
Broken Bell	Y	At 500 alliance points/C
Western Boots	Y	
European Hat	Z	At 600 alliance points/D
Collected History Book	Y	At 600 alliance points/C
History Book Vol. 1	Y	
History Book Vol. 2	B	
History Book Vol. 3	X	
History Book Vol. 4	Z	
History Book Vol. 5	C	
History Book Vol. 6	D	
History Book Vol. 7	D	
History Book Vol. 8	D	
History Book Vol. 9	Y	
History Book Vol. 10	D	
Chicken	Z	
Cloth	C	
Hard Boots	A (+80)	Always get Secret Medicine
Chalk	C	
Tube for Pigeon Leg	Y	At 500 alliance points/C
Bouquet	A	
Bread	X	
Hien Kyahan	Y	
Gourd	C	
Chick	B	
Naughty Novel	Z (-70)	At 800 alliance points/A(+100)
Phirangi	A (+100)	Always get Tech. Manual
Wind Bell	A	
Recorder	X	
Fork	A	
Fudo Leg Guard	Y	
Fish Rice	A	
Pair Ring	A (+200)	
Tale of the Heike	D	
Persian Carpet	B	
Telescope	C	
Houtengeki	Z	
Conch	Z	
Love Potion	A	
Kaleidoscope	B	
Unique Mushroom	Random Result	A (60), C (-10), D (-40), D (-40), B (40), C (-10)
Melon	B	
Grilled Fish	D	
Compass	Z	At 600 alliance points/D
Lemon	C	Combo with Tea/A
The Analects	D	
Wine	B	
Wasabi	B	
Wonder Flower	C	

OYU'S POSSESSIONS

TRADE VALUE	ITEM POSSIBLE
A	Power Jewel
A	Magic Jewel
A	Sake from Kaga
A	Medicine
A	Medicine
A	N. Bullets x5 (unlimited)
B	Crown
B	Taiheiki
B	Herb
B	Herb
B	Herb
B	Fire Arrows x5 (unlimited)
C	Recorder
C	Chinese Fiddle
C	Playing Cards
C	History Book, Vol. 3
C	Normal Arrows x5 (unlimited)
D	Bread
D	Ancient Coin
D	Artwork #1
D	Artwork #2
D	Fortune Cookie (unlimited)

ITEMS OFFERED TO KOTARO

NAME	VALUE	SPECIAL TRAITS
Ashura Garment	X	
Loaded Dice	D	
Oolong Tea	B	
Vodka	D	
Emblem	A	Always gives Melon
Crown	B	Imasho Town after Gold Mine/A
Blue Parrot	D	
Red Parrot	D	Imasho Town after Gold Mine/A (+100)
Green Parrot	A	Imasho Town after Gifu/D
Incense	A	
Fairy Tale Book	A	
Music Box	A	Always gives Ashura Garment
Pirates Costume	Y	
Pocket Watch	A	When offered outside Imasho/Z
Frog	D	
Sake from Kaga	D	
Mirror	B	
Sponge Cake	B	
Gabishi	A (+100)	Tech. Manual possible
Beetle	D	
Hair Oil	X	
Hair Ornament	Z	
Cameo	A	
Playing Cards	A	
Dead Flowers	Y	
River Fish	Z	
Pickled Plum	D	Imasho Town after Gifu/A
Pipe	Z	
Silver Coin	X	
Golden Egg	A (+100)	Imasho Town after Gifu/D
Golden Chick	A (+150)	Imasho Town after Gifu/D
Golden Chicken	A (+200)	Imasho Town after Gifu/D
Rotten Fish	C	Always gives a fresh Raw Fish
Comb	Z	
Rouge	Z	
Glass	D	
Black Beer	D	
Keimyo Hachimaki	A (+80)	Tech. Manual possible
Fur Skin	D	
Tea	X	
Chinese Fiddle	Z	
Ancient Coin	Z	Imasho Town after Gifu/B
Koban (gold coin)	C	
Ancient Documents	Y	Imasho Town after Gifu/B
Goraishinki	Y	
Confetti	B	
Dice	B	
Deer Antler	C	
Fancy Paper	B	
Potassium Nitrate	Z	At bonded level (600 pts.)/C
Plant Book	D	
Calligraphy Kit	C	Imasho Town after Gifu/B
Silver Armor	Z	

NAME	VALUE	SPECIAL TRAITS
Watermelon	C	Combo with Beetle/A (+100)
Crystal Ball	B	
Scarf	C	
Stamina Drink	Y	
Folding Fan	B	Combo with Wind Chime/A (+100)
Abacus	Z	Imasho Town after Gifu/B
Strategy Book	X	
Black Pill	B	
Taizoh Mandala	D	
Taiheiki	C	Combo with History Book Vol. 8/A (+100)
Egg	D	
Pandora's Box	A (+100)	
Dumpling Cake	X	Outside Imasho Town/B, Demon Cave/C
Textile Fabrics	D	
Globe	A	Different reaction if first item offered
Brown Egg	B	
Brown Chick	B	
Brown Chicken	Z	Outside Imasho Town/D
Pickled Vegetables	X	
Pick	Z	
Tengu Mask	Z	Imasho Town after Gifu/B
Salt	C	Combo with Grilled Fish/A (+100)
Copper Coin	Z	At alliance level of 100 pts./C
Raw Fish	X	
Broken Bell	Z	At alliance level of 100 pts./C
Western Boots	Y	
European Hat	A	
Collected History Book	D	
History Book Vol. 1	D	
History Book Vol. 2	D	
History Book Vol. 3	Z	
History Book Vol. 4	Z	
History Book Vol. 5	D	
History Book Vol. 6	C	
History Book Vol. 7	X	
History Book Vol. 8	A	
History Book Vol. 9	C	
History Book Vol. 10	Y	
Chicken	B	
Cloth	B	
Hard Boots	Y	
Chalk	D	
Tube for Pigeon Leg	A	
Bouquet	D	
Bread	D	Outside Imasho Town/B, At Demon Cave/B
Hien Kyahan	A (+80)	Always gives Super M. Liquid
Gourd	C	
Chick	A	
Naughty Novel	Z	At 500 alliance points/A (+100)
Phirangi	Y	
Wind Bell	Z	Imasho Town after Gifu/A
Recorder	A	
Fork	C	
Fudo Leg Guard	Z	
Fish Rice	X	
Pair Ring	A (+200)	
Tale of the Heike	D	
Persian Carpet	B	Imasho Town after Gold Mines/A
Telescope	A	Outside Imasho Town/Y
Houtengeki	Y	
Conch	D	
Love Potion	Y	At 800 alliance points/C
Kaleidoscope	A	
Unique Mushroom	Random Results	A (+60), C (-10), C (-10), D (-40), D (-40), B (40), C (-10)
Melon	X	
Grilled Fish	D	Outside Imasho Town/B, At Demon Cave/B
Compass	A	Combo with Globe/A (+100)
Lemon	B	Imasho Town after Gold Mine/A
The Analects	Y	At 600 alliance points/C
Wine	D	
Wasabi	D	
Wonder Flower	C	

KOTARO'S POSSESSIONS

TRADE VALUE	ITEM POSSIBLE
A	Power Jewel
A	Magic Jewel
A	Strategy Book
A	Medicine
A	Medicine
A	N.Bullets x5 (unlimited)
B	Fossilized Bone
B	Dumpling Cake
B	Hair Oil
B	Herb
B	Herb
B	Fire Arrows x5 (unlimited)
C	Tea
C	Raw Fish
C	Fish Rice
C	Silver Coin
C	N.Arrows x5 (unlimited)
D	Pickled Vegetables
D	History Book Vol. 7
D	Artwork #3
D	Artwork #4
D	Fortune Cookie (unlimited)

ITEMS OFFERED TO MAGOICHI

NAME	VALUE	SPECIAL TRAITS
Ashura Garment	Z	
Loaded Dice	Z	
Oolong Tea	B	
Vodka	B	
Emblem	X	
Crown	B	
Blue Parrot	A	
Red Parrot	D	
Green Parrot	A	Imasho Town after Gifu/D
Incense	D	Imasho Town after Gifu/A
Fairy Tale Book	Y	
Music Box	A	
Pirates Costume	A (+80)	Always gives Secret Medicine
Pocket Watch	A	
Frog	B	
Sake from Kaga	A	
Mirror	B	
Sponge Cake	X	
Gabishi	Z	
Beetle	D	
Hair Oil	B	
Hair Ornament	D	
Cameo	X	
Playing Cards	C	
Dead Flowers	Z	
River Fish	C	
Pickled Plum	X	
Pipe	A	
Silver Coin	C	
Golden Egg	B	
Golden Chick	A (+150)	
Golden Chicken	A (+200)	
Rotten Fish	B	
Comb	D	

NAME	VALUE	SPECIAL TRAITS
Rouge	X	
Glass	D	
Black Beer	A	
Keimyo Hachimaki	Y	
Fur Skin	D	
Tea	C	
Chinese Fiddle	B	
Ancient Coin	A	
Koban (gold coin)	Z	Oni Sacred Place Underground Coliseum/C
Ancient Documents	A	When first item given, unique dialogue/A (gives Super M. Liquid)
Goraishinki	A (+100)	Tech. Manual possible
Confetti	Y	At 600 alliance points/B
Dice	A	
Deer Antler	A	
Fancy Paper	A	
Potassium Nitrate	B	Imasho Town after Gold Mines/A (always gives Burst Bullets x5)
Plant Book	B	Imasho Town after Gifu/D
Calligraphy Kit	B	
Silver Armor	Z	
Watermelon	D	
Crystal Ball	Z	
Scarf	Y	
Stamina Drink	C	At 800 alliance points/A
Folding Fan	D	
Abacus	B	
Strategy Book	A	Always gives Hard Boots
Black Pill	D	
Taizoh Mandala	D	
Taiheiki	A	
Egg	B	
Pandora's Box	D	
Dumpling Cake	Y	
Textile Fabrics	Y	At 600 alliance points/A
Globe	D	Imasho Town after Gold Mines/A
Brown Egg	A	
Brown Chick	D	
Brown Chicken	B	
Pickled Vegetables	A	
Pick	Z	
Tengu Mask	D	
Salt	C	Combo with Melon/A (+100)
Copper Coin	X	
Raw Fish	B	
Broken Bell	Z	
Western Boots	A (+80)	Tech. Manual possible
European Hat	X	
Collected History Book	A (+300)	
Get Scapegoat Tag		
History Book Vol. 1	C	
History Book Vol. 2	C	
History Book Vol. 3	C	
History Book Vol. 4	C	1-5 Vols./C
History Book Vol. 5	C	6-9 Vols./C
History Book Vol. 6	C	10 Vols./A (+100)
History Book Vol. 7	C	Get Scapegoat Tag
History Book Vol. 8	C	
History Book Vol. 9	C	
History Book Vol. 10	C	
Chicken	B	
Cloth	C	
Hard Boots	X	
Chalk	D	
Tube for Pigeon Leg	Z	
Bouquet	Z	At 700 alliance points/A
Bread	D	
Hien Kyahan	Y	

NAME	VALUE	SPECIAL TRAITS
Gourd	Z	At 500 alliance points/B
Chick	B	
Naughty Novel	B	At 800 alliance points/A (+100)
Phirangi	Y	
Wind Bell	X	
Recorder	B	
Fork	B	Combo with Melon/A (+100)
Fudo Leg Guard	Y	
Fish Rice	Z	
Pair Ring	A (+200)	
Tale of the Heike	A	Always gives Emblem
Persian Carpet	Z	At 600 alliance points/A
Telescope	B	Imasho Town after Gold Mines/A
Houtengeki	Z	
Conch	A	
Love Potion	Z	At 700 alliance points/C
Kaleidoscope	C	
Unique Mushroom	Random Result	A (+60), C (-10), D (-40), B (40), A (60), D (-40), B (40), C (-10)
Melon	A	
Grilled Fish	B	
Compass	D	Imasho Town after Gold Mines/A
Lemon	D	Combo with Grilled Fish/A (+100)
The Analects	B	
Wine	X	
Wasabi	D	Combo with Raw Fish/A (+100)
Wonder Flower	C	

MAGOICHI'S POSSESSIONS

TRADE VALUE	ITEM POSSIBLE
A	Power Jewel
A	Magic Jewel
A	Rouge
A	Medicine
A	Medicine
A	N.Bullets x5 (unlimited)
B	Fossilized Bone
B	Sponge Cake
B	European Hat
B	Herb
B	Herb
B	Fire Arrow x5 (unlimited)
C	Wine
C	Cameo
C	Wind Bell
C	N. Bullets x5 (unlimited)
D	Pickled Plum
D	Silver Coin
D	Artwork #5
D	Artwork #6
D	Fortune Cookie (unlimited)

ITEMS OFFERED TO EKEI

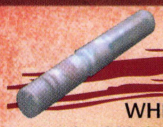
NAME	VALUE	SPECIAL TRAITS
Ashura Garment	A (+80)	Always gives Super M. Liquid
Loaded Dice	A	
Oolong Tea	B	Combo with Dumpling Cake/A (+100)
Vodka	A	First item given, unique dialogue/A (gives Secret Medicine)
Emblem	C	
Crown	A	
Blue Parrot	A	
Red Parrot	D	Imasho Town after Gold Mines/A (+100)
Green Parrot	D	Imasho Town after Gifu, unique dialogue/D
Incense	C	
Fairy Tale Book	D	
Music Box	X	
Pirates Costume	Y	
Pocket Watch	B	

NAME	VALUE	SPECIAL TRAITS
Frog	B	
Sake from Kaga	A	Outside Imasho Town/C
Mirror	D	
Sponge Cake	B	Imasho Town after Gold Mines/A
Gabishi	Z	
Beetle	Y	
Hair Oil	Z	
Hair Ornament	Z	
Cameo	D	
Playing Cards	D	Imasho Town after Gifu/B
Dead Flowers	C	
River Fish	C	
Pickled Plum	A	
Pipe	D	
Silver Coin	B	
Golden Egg	A (+100)	
Golden Chick	A (+150)	
Golden Chicken	A (+200)	
Rotten Fish	C	
Comb	Z	
Rouge	D	
Glass	C	
Black Beer	D	
Keimyo Hachimaki	Z	
Fur Skin	A	
Tea	C	
Chinese Fiddle	C	Imasho Town after Gifu/B
Ancient Coin	Z	At 500 alliance points/C
Koban (gold coin)	A	
Ancient Documents	D	
Goraishinki	Z	
Confetti	C	Imasho Town after Gold Mines/A
Dice	D	Imasho Town after Gold Mines/A
Deer Antler	X	
Fancy Paper	X	
Potassium Nitrate	Z	At 600 alliance points/C
Plant Book	Z	
Calligraphy Kit	A	Always gives Fancy Paper
Silver Armor	Z	
Watermelon	X	
Crystal Ball	A	
Scarf	X	
Stamina Drink	A	Offered at Oni Sacred Place Lift Device Room, always gives a Tech. Manual/A (+100)
Folding Fan	A	Offered at Gold Mines locations/A (+100)
Abacus	C	
Strategy Book	C	
Black Pill	Z	
Taizoh Mandala	A	
Taiheiki	Z	At 700 alliance points/B
Egg	Z	At 700 alliance points/C
Pandora's Box	D	
Dumpling Cake	B	Imasho Town after Gold Mines/A
Textile Fabrics	X	
Globe	C	Imasho Town after Gifu/B
Brown Egg	D	
Brown Chick	Z	
Brown Chicken	Z	
Pickled Vegetables	B	
Pick	C	Offered at Gold Mines locations/A (+100)
Tengu Mask	A	Offered outside Imasho Town/Y
Salt	C	
Copper Coin	C	
Raw Fish	A	
Broken Bell	A (+100)	
Western Boots	Z	
European Hat	D	
Collected History Book	C	
History Book Vol. 1	C	
History Book Vol. 2	A	
History Book Vol. 3	B	
History Book Vol. 4	C	
History Book Vol. 5	C	
History Book Vol. 6	X	
History Book Vol. 7	D	
History Book Vol. 8	Z	
History Book Vol. 9	Z	
History Book Vol. 10	D	
Chicken	Y	At 600 alliance points/A
Cloth	Y	
Hard Boots	Z	At 500 alliance points/B
Chalk	D (+0)	
Tube for Pigeon Leg	D	Always gives Tale of the Heike
Bouquet	C	
Bread	C	
Hien Kyahan	X	
Gourd	B	Combo with Sake from Kaga/A (+100)
Chick	Y	Imasho Town after Gifu/C
Naughty Novel	A (+1000)	Always gives Hien Kyahan
Phirangi	Y	
Wind Bell	C	
Recorder	D	Imasho Town after Gifu/B
Fork	D	
Fudo Leg Guard	A (+80)	Tech. Manual possible
Fish Rice	D	
Pair Ring	Z	At 700 alliance points/A (+200)
Tale of the Heike	X	
Persian Carpet	X	
Telescope	A	
Houtengeki	A (+100)	Tech. Manual possible
Conch	C	
Love Potion	A	
Kaleidoscope	Z	Imasho Town after Gifu/B
Unique Mushroom	Random Results	A (+60), A (60), D (-40), C (-10), B (40), C (-10)
Melon	A	
Grilled Fish	A	
Compass	C	
Lemon	D	
The Analects	X	
Wine	A	Combo with Vodka/A (+100)
Wasabi	B	
Wonder Flower	C	

EKEI'S POSSESSIONS

TRADE VALUE	ITEM POSSIBLE
A	Power Jewel
A	Magic Jewel
A	Music Box
A	Medicine
A	Medicine
A	N. Bullets x5 (unlimited)
B	Fossilized Bone
B	The Analects
B	Scarf
B	Herb
B	Herb
B	Fire Arrows x5 (unlimited)
C	Persian Carpet
C	Watermelon
C	Deer Antler
C	N. Arrows x5 (unlimited)
D	Textile Fabrics
D	History Book Vol. 6
D	Artwork #7
D	Artwork #8
D	Artwork #9
D	Fortune Cookie (unlimited)

KEY ITEM LIST



BLUE STONE POLE

WHERE IT'S FOUND:
On the fifth level of the Blue Phantom Realm during Kotaro's side quest.

WHERE IT'S USED:
One of two poles required to remove the totem located at the pond area of Fog Valley, only during Kotaro's side quest.

BLUE WEDGE

WHERE IT'S FOUND:
On the fifth level of the Red Phantom Realm during Kotaro's side quest.

WHERE IT'S USED:
Opens the entrance to the Blue Phantom Realm, located outside the crushing trap located at the north end of Fog Valley, only during Kotaro's side quest.

BRONZE MASK (LEFT)

WHERE IT'S FOUND:
Offer the Purify Charm to the spirit trapped in the well room on the first floor of Castle Gifu.

WHERE IT'S USED:
Half of the item needed to unseal the double doors leading to the Phantom Realm Gate ruins on the first floor of Castle Gifu.

BRONZE MASK (RIGHT)

WHERE IT'S FOUND:
Solve the line total puzzle in the storage room on the first floor of Castle Gifu.

WHERE IT'S USED:
Half of the item needed to unseal the double doors leading to the Phantom Realm Gate ruins on the first floor of Castle Gifu.

CHARITY ORB

WHERE IT'S FOUND:
Obtained from Takajo at a the north end of Yagyu Village.

WHERE IT'S USED:
Opens the stone block door at the northeast end of the Gold Mines.

CHERRY KEY

WHERE IT'S FOUND:
Inside the red item box near the exit gate at the southwest corner of Castle Gifu East Area.

WHERE IT'S USED:
Unlocks the door to the royal bedroom on the first floor of Castle Gifu.

CIRCLE KEY

WHERE IT'S FOUND:
Destroy the yellow Mozun seal in the lower portion of Oni Sacred Place: Water Room. Defeat the Gerohone wall demon and find the item on the ground.

WHERE IT'S USED:
Opens the green idol shrine on the upper level of the parcel transport room in the Oni Sacred Place.

CRESCENT KEY

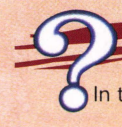
WHERE IT'S FOUND:
Royal bedroom on the first floor of Castle Gifu.

WHERE IT'S USED:
Unlocks the north door at Gifu East Area: Lake Bridge.

FAITH ORB

WHERE IT'S FOUND:
Follow Oyu to the west courtyard outside Castle Gifu and speak to her.

WHERE IT'S USED:
Activates the Iron Horse in the west courtyard outside Castle Gifu.



FASHIONABLE GOODS

WHERE IT'S FOUND:
In the hidden twenty-first level of the Purple Dark Realm.

WHERE IT'S USED:
Obtain this questionable item and achieve an "Onimusha" ranking to unlock Jubei's Extra Costume.

GOLD SCALE

WHERE IT'S FOUND:
Defeat the Gyaran Queen on the roof of Castle Gifu.

WHERE IT'S USED:
Use on the orange-glowing fish sculpture on the north end of Castle Gifu Roof to remove the seal blocking the entrance of the Demon Base.

GOLDEN KEY

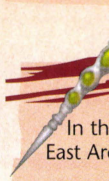
WHERE IT'S FOUND:
Solve the line total puzzle in the laboratory room on the sub-level of the Oni Sacred Place.

WHERE IT'S USED:
Shuts off the machinery in the parcel transport room of the Oni Sacred Place, enabling Jubei to cross the top part of the room.

GREAT POWDER TUBE

WHERE IT'S FOUND:
Inside the red box in the northwestern section of the Demon Cave.

WHERE IT'S USED:
Returns petrified persons to stone. Use on the two men blocking the entrance to the blue idol shrine at Castle Gifu East Area: Lake House.



GREEN WEDGE

WHERE IT'S FOUND:
In the red item box at the base of the star tower in Castle Gifu East Area.

WHERE IT'S USED:
Opens the entrance to the Green Phantom Realm located in the east tea room at Castle Gifu East Area.

HONESTY ORB

WHERE IT'S FOUND:
Defeat Jujudormah.

WHERE IT'S USED:
Insert into the Oni waverider device in the underwater cave at Fog Valley: Rocky Cave 2.

KEY PLATE

WHERE IT'S FOUND:
In the Oni Genbu Hall, north of the Great Hall inside the Oni Sacred Place.

WHERE IT'S USED:
Insert into the slot on the gates surrounding the Earth Dragon Shrine in the Great Hall. It unlocks the east and west doors.

Mountain Permit

WHERE IT'S FOUND:
Purchase it from the man at the rear of the Imasho Town bar for 100 Gold.

WHERE IT'S USED:
Show to the guard at the entrance of the Gold Mines to gain entrance.

Nobunaga's Dignity

WHERE IT'S FOUND:
Break the blue Mozun seal in the Fog Valley: Forest Thicket area.

WHERE IT'S USED:
One of three statues required to open the entrance to Jujudormah's lair at the north end of Fog Valley.

Nobunaga's Knowledge

WHERE IT'S FOUND:
Break the green Mozun seal in the Fog Valley: Steep Cliffs area.

WHERE IT'S USED:
One of three statues required to open the entrance to Jujudormah's lair at the north end of Fog Valley.

Nobunaga's Reign

WHERE IT'S FOUND:
Defeat Ginghamphatts for the second time in Fog Valley.

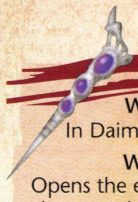
WHERE IT'S USED:
One of three statues required to open the entrance to Jujudormah's lair at the north end of Fog Valley.

Purify Charm

WHERE IT'S FOUND:
In the coal room on the second floor of Castle Gifu.

WHERE IT'S USED:
Offer to the spirit trapped in the well room on the first floor of Castle Gifu.

Purple Wedge



WHERE IT'S FOUND:
In Daimyo's Study on the fifth floor of Castle Gifu.

WHERE IT'S USED:
Opens the entrance to the Purple Dark Realm, located in the small closet on the fifth floor of Castle Gifu.

Red Ring

WHERE IT'S FOUND:
Speak to the wounded miner in the northeast tunnel of the Gold Mines after defeating Ginghamphatts for the first time.

WHERE IT'S USED:
Opens the hatch located in the same cave in the Gold Mines where the wounded miner lay.

Red Stone Pole

WHERE IT'S FOUND:
On the fifth level of the Red Phantom Realm during Kotaro's side quest.

WHERE IT'S USED:
One of two poles required to remove the totem located at the pond area of Fog Valley, only during Kotaro's side quest.

Red Wedge

WHERE IT'S FOUND:
In the black item box on the upper level of Fog Valley: Steep Cliffs area during Kotaro's side quest.

WHERE IT'S USED:
Opens the entrance to the Red Phantom Realm, located on the south side of the log bridge in Fog Valley, only during Kotaro's side quest.

Respect Orb

WHERE IT'S FOUND:
Defeat Gogandantess in the Oni Sacred Place: Boiler Room.

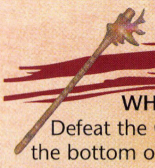
WHERE IT'S USED:
Insert into the hollow of the female statue in the Oni Genbu Hall on the main floor of the Oni Sacred Place.

Ring of Takajo

WHERE IT'S FOUND:
Return to the Heian Mansion where Takajo resides after encountering Jujudormah in the market area of Imasho Town.

WHERE IT'S USED:
Insert into the bureau in the fireplace room of the main house at Yagyu Village to reveal the Four Guardians puzzle.

Sacred Flute



WHERE IT'S FOUND:
Defeat the Oowashya and Barawashya in the ice chamber at the bottom of Fog Bridge.

WHERE IT'S USED:
Use during the final encounter with Gogandantess to disable his invulnerability shield.

Scarlet Key

WHERE IT'S FOUND:
In the forgotten treasure room at Oni Sacred Place, on the floor next to the lift.

WHERE IT'S USED:
Insert into the sealed double door at Oni Sacred Place: Laboratory.

Snake Key

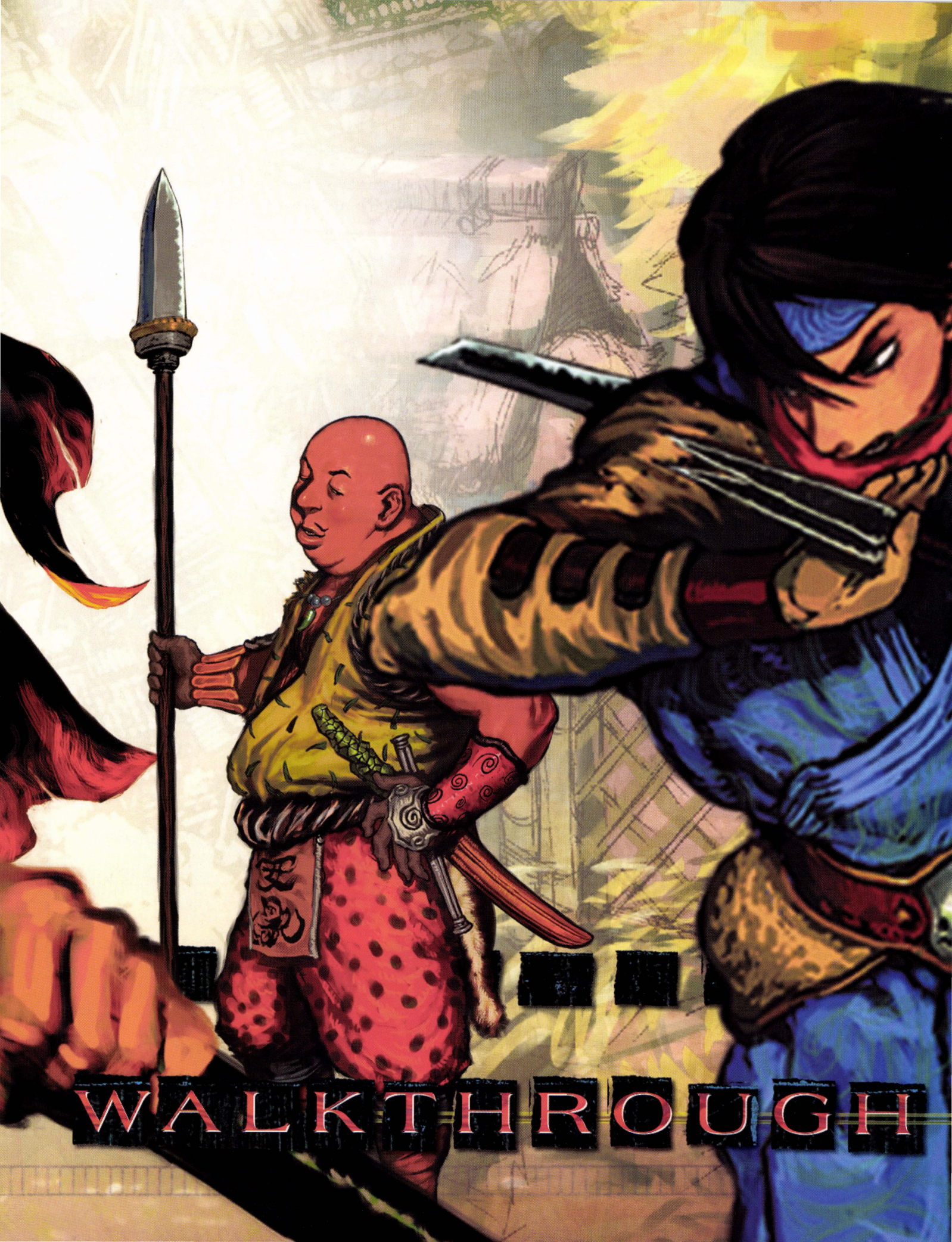
WHERE IT'S FOUND:
Found during Ekei's side quest by defeating the Barawashya posted just inside the Gifu East Area Lake House.

WHERE IT'S USED:
Ekei uses it to open the door of the Gifu East Area Star Tower, when Jubei is trapped inside.

Strength Orb

WHERE IT'S FOUND:
Defeat Ginghamphatts for the final time at the upper level of the Demon Base.

WHERE IT'S USED:
Insert into the panel to the left of the elevator on the main floor of the demon Base to reach Nobunaga.



WALKTHROUGH

YAGYU VILLAGE

Onimusha 2: Samurai's Destiny is much different than other action adventure games you might have played. For the first half of the game, the character must sometimes follow a predefined path. Other times, however, the path is open to choice. This walkthrough is written in such a manner as to notify the player of absolutely every new location to explore, as soon as it becomes available. Whether you take the extra time to do so is entirely up to you. Jubei's relationships with the sub-characters also affects the course of the game, especially if the sub-characters become playable characters for a time. For notes on playing as other characters, and the variations in path that result, please refer to the "Side Quests" chapter.

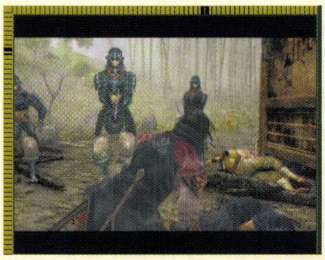
Jubei Yagyu leaves his school of training in the northern mountains and returns to his village, worried that some peril has befallen his noble family. He arrives to find his fears confirmed; he's too late to save his friends and loved ones. An undead army has stormed the village, slaying its inhabitants. What were the demon minions searching for and how can Jubei possibly hope to exact revenge against an army of supernatural creatures?

ORIENTATION

When you gain control of Jubei, take a moment or two and get used to his fighting style. (For a complete list of Jubei's fighting commands, refer to the "Characters" chapter.) You're not expected to be a full-fledged samurai at this early stage, but the game's difficulty level will rise soon enough. When you're ready, start to examine the environment.

SAVAGE HOMECOMING

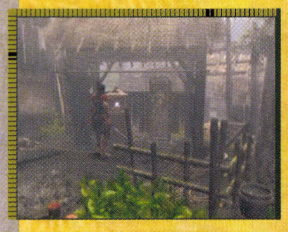
Jubei wants to follow the sound of the voice calling his name, so he won't enter his old home for now. However, there is still an opportunity to explore the main house before leaving the area, so keep this in mind. Save at the Magic Mirror (if desired), then descend the stairs to the lower part of the commons area. Jubei encounters a wounded servant, but the conversation is cut short by a demon's blade.



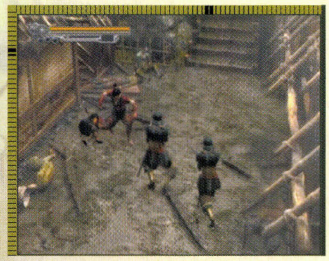
SAMURAI SAVE POINTS

There is a Magic Mirror stand on the south side of the starting area. When you look into these decorative little structures, you can save your game.

Later in the game, Magic Mirrors enable Jubei to inject demon souls into his weapons. When enough souls are added to a weapon or a piece of Jubei's armor, that item will grow in size, strength, and power. However, Jubei can't collect demon souls until he visits Takajo in the swamp north of the village.



DEFEATING THE FIRST FOES



Circle around one enemy so that Jubei is not surrounded.

Jubei is partially surrounded by demon Oda Soldiers. Press the □ button to attack the closest enemy, which is usually the Oda Soldier on the right side of the screen. After slashing this enemy once or twice, hold R1 to auto-face the beast and double-tap left or right to slide around to a position outside the circle. It's important to get out from the middle of a group of enemies as soon as possible. Always slash your way into an enemy cluster from the outside, and never leave your character in the center for long.

You can easily eliminate Oda Soldiers in two moves.

Oda Soldier demons are quite easy to eliminate. The quickest method is to run at one and press □ when in range. This knocks the enemy to the ground with a powerful blow. Position Jubei directly over the enemy, and while standing perfectly still, press □ again to finish off the enemy with a stab. Using this method, it only takes two hits to kill a regular Oda Soldier.

You can even run around the circle, knocking each enemy to the ground. After knocking them all down, perform a finishing stab on one of them. Since Jubei is extremely vulnerable while performing the finishing stab, toppling all the enemies first helps prevent sneak attacks.

Try knocking down ALL enemies before executing a stab attack.

IMPORTANT ITEMS IN ENEMY TERRITORY

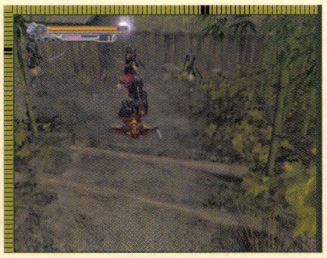
After slaying the first set of demons, head northwest through the Shinto gate. Jubei must cross a small bridge, and enemies await on the other side. There's also a small red box near the bridge. Do *not* attempt to open it until enemies stop appearing in the area. Any time you see an item or object of interest, don't pick it up until the coast is clear.

Enemies will attack the instant they see Jubei going for an item.

ODA SAMURAI

Several of the enemies in this area are red-armored Oda Samurai. Whenever faced with a mixed batch of Oda Soldiers and Oda Samurai, it's always best to eliminate the Samurai first. These monsters are almost impossible to knock off their feet, so you must use a different strategy. Slash at an Oda Samurai once or twice to knock it off-guard, then hold R1 and hold Up on the D-pad. When you press □, Jubei should crouch and launch the Oda Samurai into the air with a hard jab. As the Oda Samurai's back lands on the ground, run over and stop for a brief second, then press □ to plunge Jubei's sword through its chest.

You can only knock down red-armored Oda Samurai by launching them into the air.



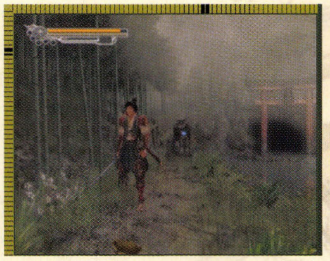
The moment an Oda Samurai's back hits the ground, plunge your sword through its chest.

GEOGRAPHIC RESTRUCTURING IN THE POND AREA

Continuing north from the small bridge, Jubei watches as three boulders appear on the water's surface and a secret cave opens. Run toward the rocks and Jubei automatically hops across the water.

First, there are some items nearby to obtain. Move east from the entrance and chop down some bamboo trees surrounding a red box. Open it up to get an **Herb**. Now head west from the entrance and keep your eyes open for a **Frog**. If you're quick enough and press the ✕ button at just the right time, you can catch it! This pet is actually a valuable item that you can offer to another character, but that is a discussion for later. Cross the stones to the north side of the pond and enter the cave.

Slash through bamboo trees to reach this red box.



Chase the Frog and press ✕ to catch it!

GREEN HERBS

Use these healthy plants to restore small amounts of life energy (about half of Jubei's initial life meter). As you progress through the game and Jubei's life meter gets longer, the Green Herbs will become less valuable means of restoring health. Save them for sub-characters to use, since their life meters are usually smaller.

THE ONI GODDESS

While proceeding through the caverns, Jubei discovers a strange gauntlet bearing an eerily glowing light. This means nothing at the moment, so continue north and exit through the doors at the end of the cave.

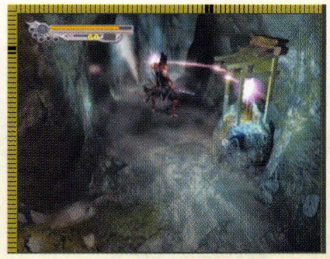
Jubei then encounters Takajo, who reveals the Oni clan marking on Jubei's palm. With his latent powers unveiled, Jubei can now see and absorb the souls of the demons he defeats. Takajo explains that Jubei must seek out the five orbs of the Oni clan to defeat Nobunaga, the warlord who massacred Yagyu Village. Jubei's collection begins when Takajo gives him the **Charity Orb**. Jubei also receives the **Play Instructions**. Open the red box at the west end of the area for another **Herb**.

RAISING SOUL BONUSES

While traveling back through the caves, kill all of the enemies before injecting their souls. Then stand near the glowing gauntlet and draw in all of the enemies' souls, plus those found in the gauntlet to achieve a major bonus.

Each soul bonus is awarded based on the total number of souls drawn from an area in one pull. The bonus is awarded after releasing the ⊗ button. Therefore, killing multiple enemies swiftly and injecting their souls all at once is an easier way to obtain the required number of souls needed to level up weapons and armor.

Kill all of the enemies in the vicinity of the gauntlet.



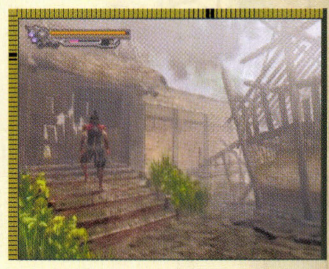
Inject enemy souls at the same time as the souls from the gauntlet for a massive bonus!

The Lightning Dragon bestows its weapon upon Jubei, however...

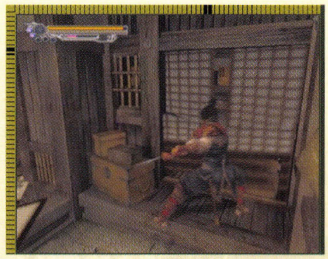
BLADE OF THUNDER

Now that Jubei has the power of the Oni clan, return to the Dragon Shrine to the left of the cave entrance. When Jubei inserts the seal into the mouth of the dragon, he receives the **Buraitou**, the sword that channels the powers of lightning.

Note that as soon as Jubei obtains this weapon, he immediately leaves the area. If you avoid the shrine, you can return to Jubei's house at the start of the area and search for valuable and useful items.



...you should explore Jubei's family home first to find helpful items.



YAGYU HOUSE

Without obtaining the Buraitou, return to the area where Jubei began his quest against Nobunaga and enter the double doors. Cross the entrance and hop onto the small platform. Slice through the closet doors with Jubei's sword to reveal a red box containing an **Abacus**.

Don't miss the red box partly hidden behind the low walls.

Hop off the platform, turn to the right, and enter the corridor outside the entrance. Be careful, though, because Oda Soldiers will slash through the doors to attack Jubei. Find the red box behind the waist-high dividers in the south corner to get the **Kaleidoscope**.

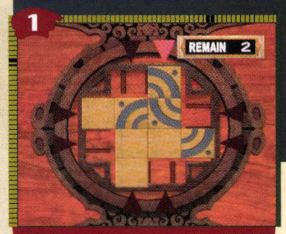
There is a trick treasure box at the far west end of the entry corridor, the first of many that you can solve to obtain good equipment, power-ups, or key items.

TRICK TREASURE BOX
YAGYU HOUSE

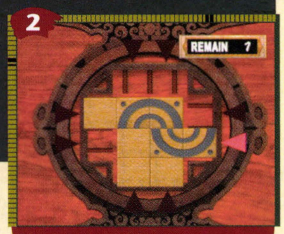
In this first description of a trick treasure box, you'll learn a few basics when dealing with this kind of puzzle. You must slide tiles back and forth, up and down, so that a bull's-eye is correctly displayed in the center of the puzzle. You only have a specific number of moves in which to complete the puzzle; if you fail, you must start over. The number of moves remaining is displayed in the upper-right corner of the puzzle screen. If you want to start the puzzle over, press the △ button.

You can move tiles in rows by moving the cursor to highlight one of the arrows along the sides of the puzzle. The arrow indicates which row will move in which direction.

This first puzzle is very simple. For this book, the puzzle solutions are displayed on a step-by-step basis to show which arrow to highlight and move. When the trick treasure box opens, you receive a **Power Jewel**. Use this item to lengthen Jubei's Power Meter.



Use the right-hand arrow on the top row.



Use the bottom arrow on the right side.

MORE KEEPSAKES FROM HOME

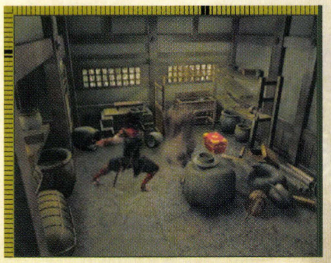
Search the back wall of the western room for **Artwork #10**. This is the first of 18 maiden trading cards that are stored in the Picture menu. You can pick up the others in various locations, or by trading with other characters in the game.

In this same room, navigate around the debris in the center of the room and slash the wall panel in the southeast corner to obtain the bottom half of the **Four Guardians:Right**. This is also filed into the Picture menu; it's the key to a difficult puzzle that you can't solve until much later in the game.

Collect all the Artwork cards to open a special mini-game.

Slash wall panels to reveal special documents and items.

In the eastern section, use the sword to obliterate the barrel blocking access to the red box. Inside the red box is the **Fork**, an important trading item. Explore the rest of the house and exit through the north door.

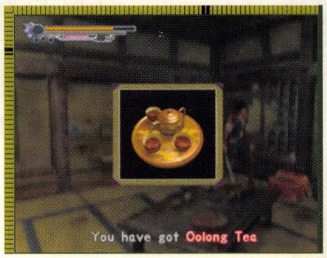


You can't solve the bureau puzzle until a key item is gained much later in the game.

Notice the strange device attached to the bureau near the central fireplace? This becomes important much later in the game when Jubei returns. For now, head through the back door and fight enemies in the backyard.

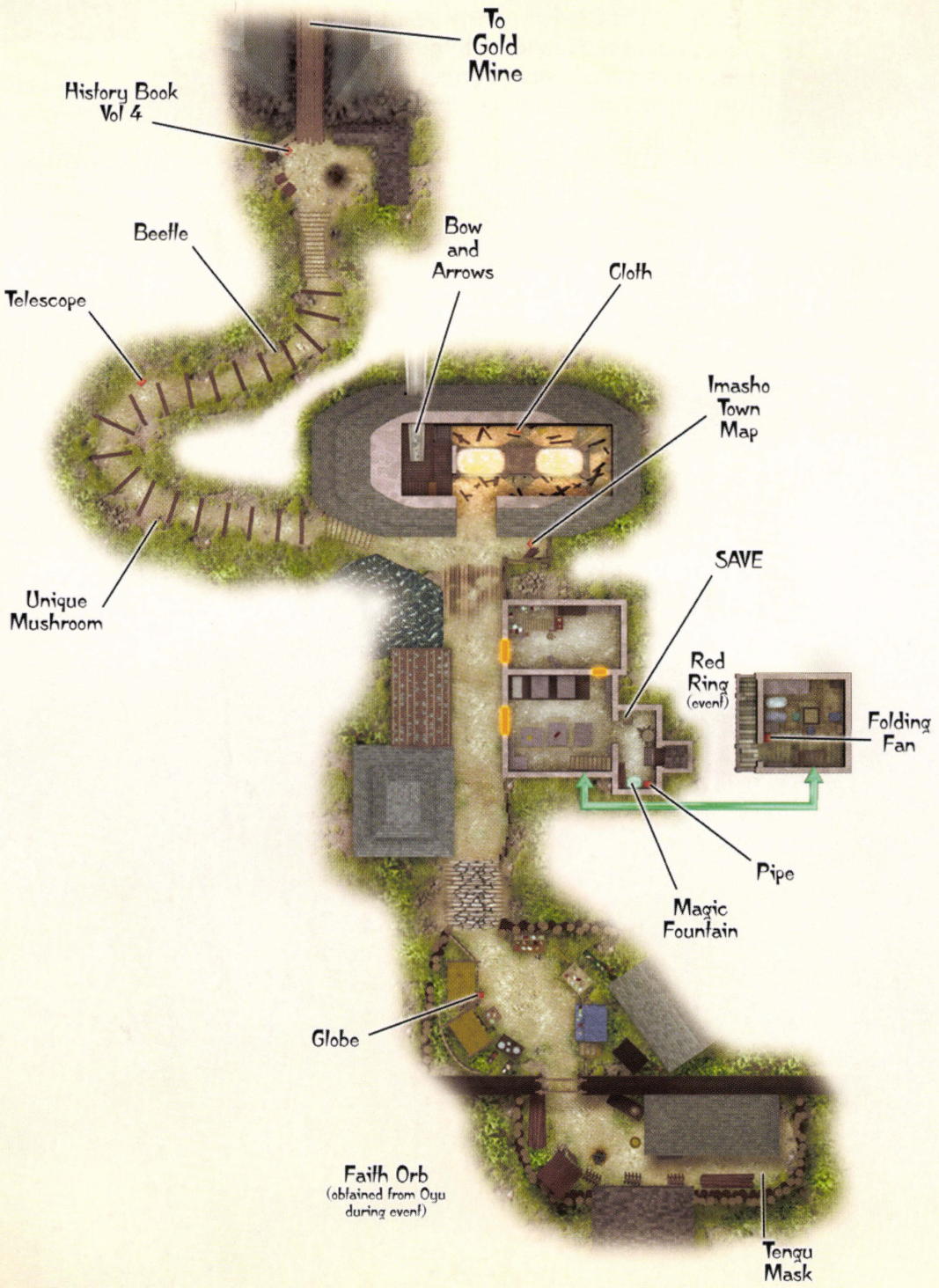
The red box in the central room contains the **Oolong Tea**, while the other box in the west room has the **Four Guardians:Left**. You have the solution and know where the bureau is, now all you need is the key. Examine the artwork on the east wall near the Oolong Tea location for some funny recollections about Jubei's family.

Carefully search the northwest corner of the backyard to find some **Wasabi** among the plants and roots. Return to the Dragon Shrine near the cave entrance and obtain the Buraitou lightning sword. At the suggestion of Takajo, Jubei decides to search for allies in the nearby mining town of Imasho.



The Oolong Tea serves as a very valuable item in forming alliances with sub-characters.

IMASHO TOWN


To Gold Mine
History Book Vol 4
Beetle
Telescope
Bow and Arrows
Cloth
Imasho Town Map
Unique Mushroom
SAVE
Red Ring (event)
Folding Fan
Pipe
Magic Fountain
Globe
Faith Orb (obtained from Oyu during event)
Tengu Mask

POLITICS IN THE SENGOKU JIDAI

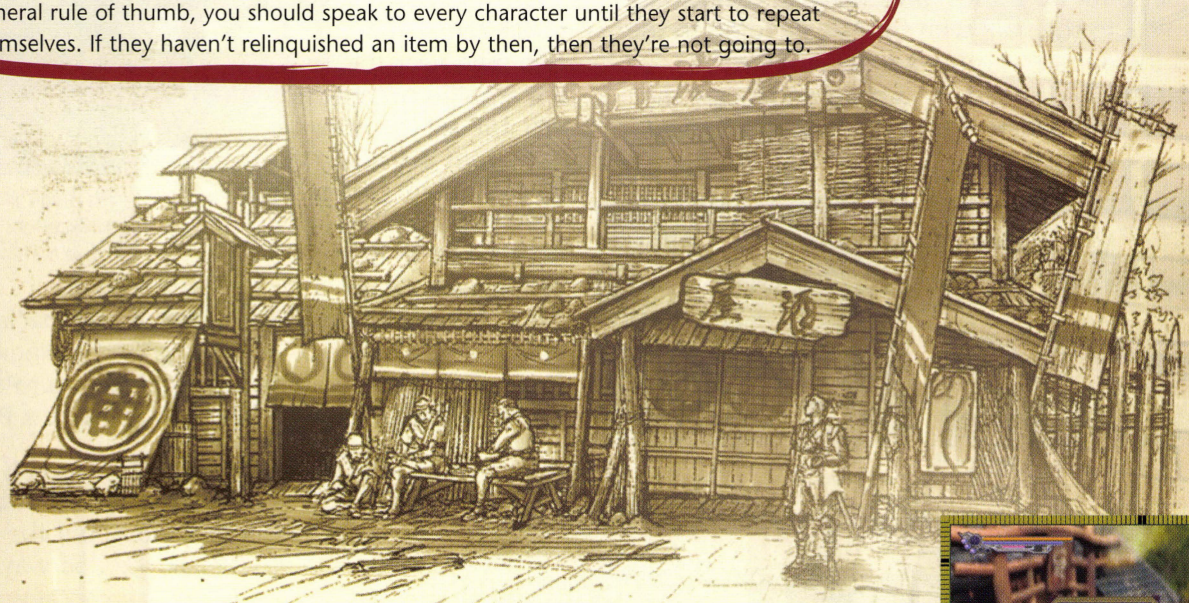
After Jubei shows the locals who is in charge, begin your sojourn at Imasho by getting to know a few of the locals. After the cut-scene, speak to the man with the hat standing directly to Jubei's left and continue to speak with him to receive **Confetti**. The other characters in the area also have interesting things to say. Sometimes, they even divulge important clues about your adventure.

The gold rush is driving the townsfolk a little crazy.

You can obtain many valuable items by talking to the residents.

TALKING TO NPCS

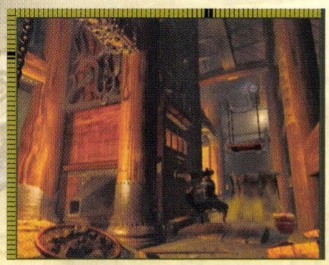
The non-player characters (NPCs) in the game can play a large part in enriching your game. Many of them also have items that will aid Jubei in his quest against Nobunaga. Sometimes you must speak to an NPC several times to get an item. As a general rule of thumb, you should speak to every character until they start to repeat themselves. If they haven't relinquished an item by then, then they're not going to.



MEET THE NATIVES, SEE THE SIGHTS

Head north through the street area to the large building at the top. Get the **Imasho Town Map** from the red box outside the blacksmith's shop; this will help you determine where to sightsee next.

A map of the area makes exploring all of Imasho a bit easier.

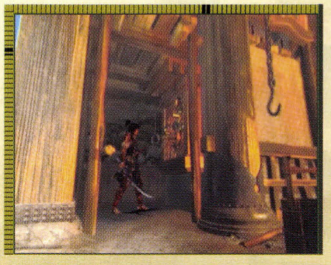


Destroy all the barrels to have a clear run at the lowered lift.

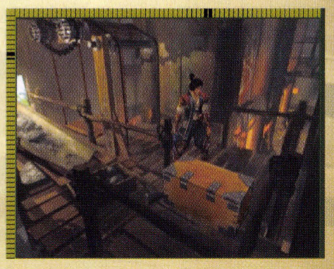
FIRES OF THE FORGE

Inside the blacksmith's shop at the north end of Imasho, navigate around the outside of the area and destroy all the barrels blocking the path to the red box. A **Cloth** is inside the box.

After breaking all the barrels, return to the entrance and find the switch by the door. When the handle is pulled, the lift is momentarily lowered. Jubei must run around the shop and onto the lift before it raises. Ride the lift to the small loft and open the chest for the **Bow.** This weapon comes loaded with **10 Normal Arrows**. Now Jubei can contend with sniper archers and enemies in unreachable places.



The lift's mechanism is in the little alcove near the entrance.



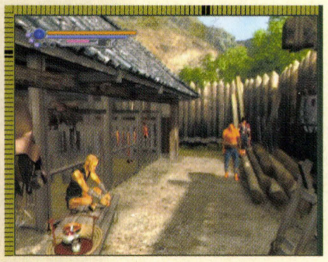
THE IMASHO MARKETPLACE AND THE STABLES

Exit the blacksmith's and head south, up the stairs to the marketplace. The red box on the right contains a **Globe**. While speaking to the merchants and customers, you'll learn that everyone is interested in rare items. Stockpile items to trade in Imasho to make allies and get some help in this quest.

The red box in the marketplace has an extremely valuable trade item.

Continue south from the marketplace to the stables area. Speak to the man with the hat standing to the right of the entrance to receive the **Ancient Documents**. Move past the stables and locate the red box hidden behind the logs. Inside is a **Tengu Mask**.

This man has no use for history.



Jubei stands where an item is partially hidden.

THE BAR IS OPEN

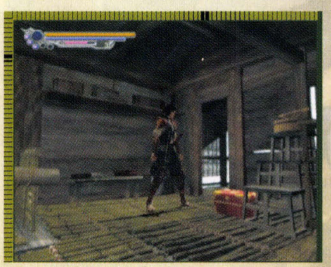
Jubei will spend a lot of time at the bar, which is the two-story structure on the east side of the street. This is the gathering spot for many of the town's livelier inhabitants and the game's sub-characters, who you can recruit through item trading.

The bar is a good meeting place, but it's not inhabited until later.

The bartender seems too busy, but he does divulge a few interesting places to check out in town. The two men near the door are arguing because one will not sell the other an important piece of paper. As with many conversations that you'll want to hear, speak to both men to get each side of the story. Move east through the bar to the "backyard" area to find a handy Magic Mirror and a Magic Fountain. Use the fountain to recharge your Power Meter. There's also a red box that contains a **Pipe**.

When magic power is low, recharge all weapons simultaneously at a fountain like this.

The upper level is completely vacant at the moment, but the red box near the doorway to the balcony contains the **Folding Fan**. In spite of your luck at capturing the frog, you can't take the kitty cat as an item. That's right, put down the cat and back away...



Grab the item, but not the cat. Reowrrr!

VILLAGE GENERAL

At this point, you can only access the store next door to the bar from the street entrance. Later, you can head straight from the bar into the small shop.

Each item you buy from the store is unique and gets subtracted from the inventory permanently upon purchase. The owner will restock his shelves after each major event in the game, usually whenever Jubei leaves Imasho on another mission. However, as new items are added, some of the items from the previous list will disappear. Don't miss out on the good items when you the opportunity arises!

VILLAGE SHOP (BEFORE MINES)

NAME	GOLD
Egg	50
Grilled Fish	100
Salt	50
Vodka	300
Conch Shell	300
Magnetic Compass	300
Plant Book	200
History Book vol.5	100
Blue Parrot	500
Wonder Flower	200
Artwork #16	100

BUY OUT THE STORE!

You need 2200 Gold to buy everything in the store. The acquisition of Gold is explained later. Buy everything that the store has to offer throughout the game, and then speak to the owner again for a special item!

THE INCREDIBLE EDIBLE EGG

Some items change depending on how long they remain in Jubei's possession. Fish will spoil, flowers will wilt, etc. However, the most bizarre item change occurs with the Egg. At first, it might seem like a simple food item to offer a potential ally. But if you purchase it early and hang onto it for the rest of the game, the egg will hatch into a Chick. The baby will grow into a Chicken, which will eventually lay a Brown Egg. The Brown Egg will hatch and grow into a Brown Chicken, which will lay a Golden Egg. And if that wasn't cool enough, the Golden Egg will hatch and grow into a Golden Chicken!

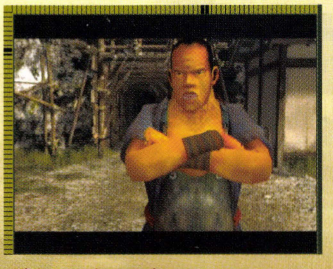
TREACHEROUS MOUNTAIN PATH

Jubei needs lots of Gold to purchase items in order to make friends. Head northwest up the mountain outside of the village and kill the monsters on the path. While fighting, the enemies will drop various amounts of Gold. While ascending, search the left side of the trail to find a **Unique Mushroom**. This item causes subcharacters to hallucinate and give up precious items without knowing it. The red box on the path contains the **Telescope**, a very powerful trading item.

Fighting monsters on the mountain slopes is a great way to collect Gold and souls.

Look carefully at the maps in this book and search the entire area where the **Beetle** is marked. You can sometimes see the little bug crawling on the tree. If Jubei doesn't find the insect, wait a few moments and search again to see if it appears.

The guy at the top of the mountain won't let Jubei pass without the proper paperwork. So just run up and down the mountain, fighting monsters, until you have enough money to buy out the market, which is 2200 Gold. Also, we suggest you fight until you absorb at least 7000 souls (7 lines) in order to level up the Buraitou.



This guy's not happy to see you.

A great love for battle will get you all the money and power you need.

INTRODUCTIONS AND ALLIANCES

Return to town after you've collected lots of Gold and souls. Then return to the store and buy items to trade with sub-characters. The more expensive an item is, the more valuable it is to trade to a potential ally.

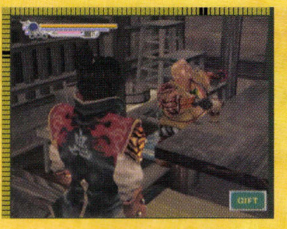
After speaking to the stubborn fellow at the top of the hill, new individuals will be lurking around the bar. Move toward the crazy-looking chap seated at the table, and another man will challenge him to a duel. The fight proceeds outside, where the gun master Magoichi introduces the gangster Ekei and the rest of Japan to the art of automatic firearms. After Jubei breaks up the confrontation, he receives the **Gift Exchange** instructions.

ITEM TRADING

Now that you have met two ally contenders, move toward either individual inside the bar and press START to offer them items in trade to form an alliance. Before offering an item, make sure you speak with them first to see what kind of stuff they prefer. If the person requests a specific kind of item, great rewards and friendship will result.

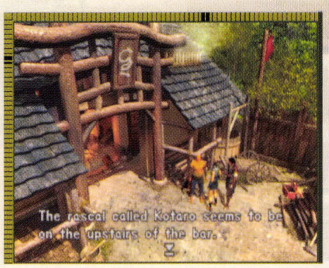
Since Ekei and Magoichi are at odds, you cannot be friends with both of them. Each successful trade with one of these men lowers your level of alliance with the other character. Many times, you will receive useful health items or combat ammunition in return for your offerings. Sometimes, though, you will be lucky enough to receive a very favorable trading item. Don't make the mistake of trying to give a trading item back to the person from which it came; that person will be insulted by your ingratitude.

Also, do not offer an Egg or a Chicken to Ekei unless you want to see a grown man cry like a baby! More information about this unique alliance system, plus a list of each character's favored items, is located in the "Item Trading and Alliances" chapter.



OPTIONAL ENCOUNTER

But wait... There's one more character who Jubei can ally himself with. After the scene with Magoichi and Ekei outside the bar, move to the north end of town and speak to the two men standing in front of the blacksmith's. Then go back to the wine house and find the young ninja Kotaro on the second floor. This marks just one of three instances in which Jubei meets this skillful lad.

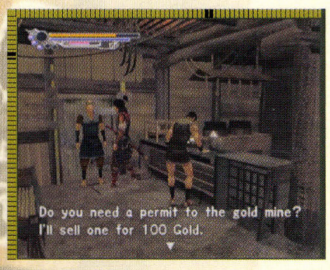


Talk to these two men to meet Kotaro.

You can usually find Kotaro hanging out with miners on the second floor of the bar.

After his brave entrance, you can find Kotaro sitting near the fireplace on the second floor. The young ninja is a bit harder to trade with because the items he favors are obtained mostly by trading with Magoichi and Ekei. Also, the man sitting next to Kotaro give Jubei a Fur Skin after several conversations. Talk to the man sunbathing on the second floor balcony to get the History Book Vol.9.

READY TO MOVE ON?



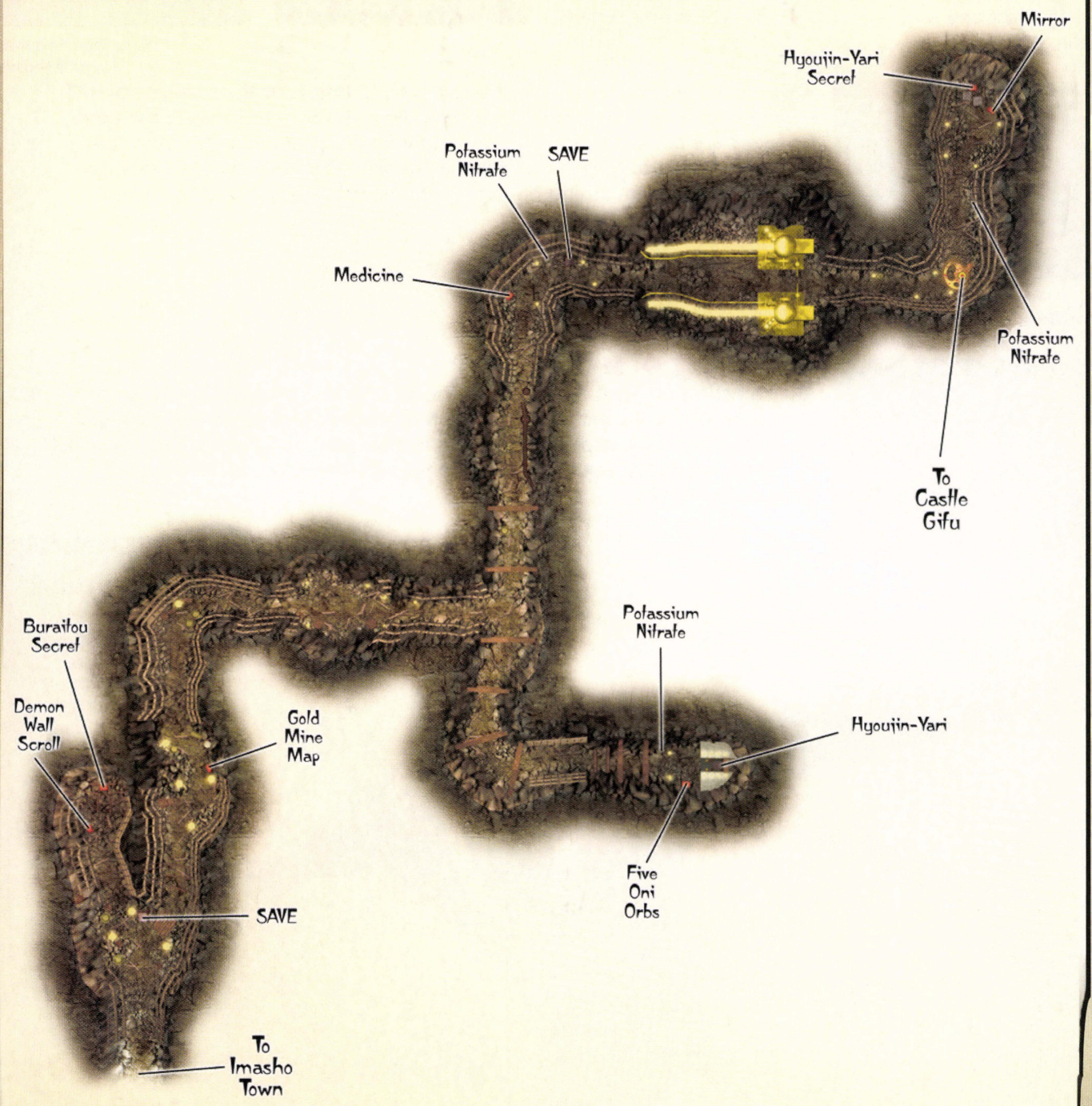
This man sells the papers needed to enter the Mines, but only after you've been turned away by the man at the top of the mountain.

After meeting the man at the top of the mountain, the guy standing by the back door of the bar will sell Jubei the Mountain Permit paper for 100 Gold. This is the item required to gain access to the gold mines at the top of the hill outside town. When you're ready, save your game and head north out of town to the mines.

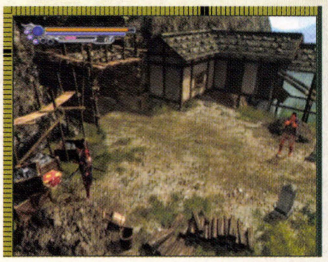
THE ELUSIVE NINJA

Kotaro is more difficult to ally with. First, you must "force" the initial encounter to occur. If not, he won't appear until much later in the game. Second, to get all of Kotaro's events to occur, you must trade *only* with him and ignore the other two men for the first part of the game. If you want to create an alliance with Magoichi or Ekei, then don't meet Kotaro at this early point in the game.

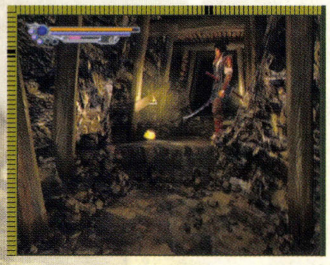
GOLD MINES


Mirror
Hyoujin-Yari Secret
Potassium Nitrate
SAVE
Medicine
Potassium Nitrate
To Castle Gifu
Potassium Nitrate
Hyoujin-Yari
Five Oni Orbs
Buraitou Secret
Demon Wall Scroll
Gold Mine Map
SAVE
To Imasho Town

Having obtained the Mountain Permit at the bar, the man at the top of the mountain will now let Jubei pass. Open the red box to the left of the mine entrance for the **History Book Vol.4**. Upon entering the cave, some miners flee for their lives. It seems that demons have infested the caves, and the young woman Jubei saw might be in danger.



The Mountain Permit allows Jubei access to the mines area.

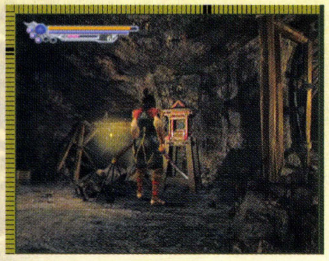


GOLD MINING BASICS

As you travel through the mines, look for shiny rocks on the ground. Each time you enter the mines, random amounts of Gold might appear in various places. The amounts will increase when you reenter the mines later in the game.

There are buckets in various areas of the mines. During your first visit, the buckets probably won't contain any Gold. However, in subsequent visits, there may be Gold inside them. Because these are breakable objects, it's very important that you do not smash any of the buckets in the mines. You also need to prevent monsters from smashing them as well. If a bucket gets smashed, then the possibility of Gold appearing in that location falls dramatically. To see if a bucket has Gold, run behind the bucket and Jubei will automatically collect the valuable content, if any.

Although smashing buckets is fun, it's also self-depriving.



ENTRANCE NAVIGATION

After entering the caves, find the Magic Mirror save point. There is no map, though, to guide you through the darkness. While facing the Magic Mirror, explore the cave on the left side first.

In the western cave, open the red box on the left to get the **Demon Wall Scroll**. This item details a type of demon that blocks certain entrances. There's also a simple trick treasure box at the back of the room.

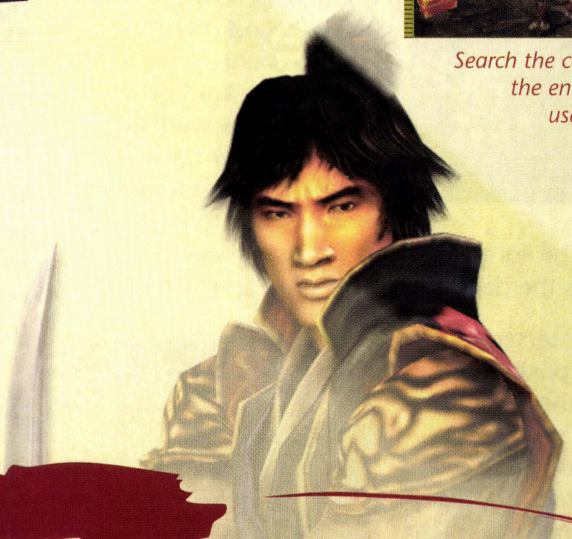
Search the cave just west of the entrance for some useful documents.

TRICK TREASURE BOX
GOLD MINES, WEST

It takes only two moves to open the trick treasure box in the western cave of the gold mines. Jubei receives the **Buraitou Secret** for his success.

Use the bottom arrow on the right side.

Use the left arrow on the bottom row.

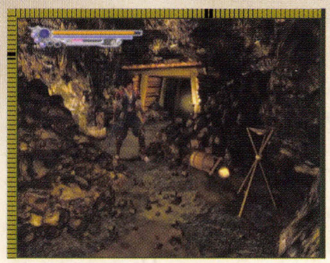


SPECIAL TECHNIQUES

The secret scroll for a weapon enables Jubei to perform an especially powerful combo. Press Down, Up, then □ when close to or behind an enemy to execute the attack. Do not press any other buttons while Jubei performs the three-slash combo. If you press the □ button at just the right moment after the initial combo, Jubei will finish the attack with another very powerful slash.

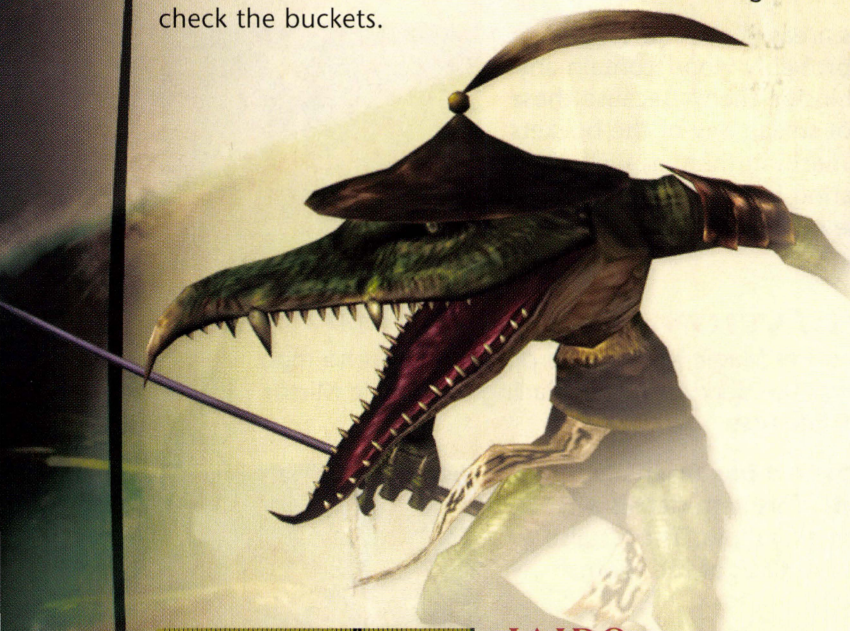
For even more devastation, hold R1 to charge up the weapon before executing the Secret Technique. Although the secret button combo has been revealed, Secret Techniques cannot be performed with a weapon until you receive the required scroll.

DIGGING DEEPER



Move Jubei into little corners behind boxes and buckets to find hidden gold.

Return to the Y-intersection and head east. Ekei is in the next cave to the east, and you can trade items with him if desired. Also, the **Gold Mine Map** is in the red box just past Ekei. Keep your eyes peeled for several deposits of Gold in this room and the next, and don't forget to check the buckets.



JAIDO

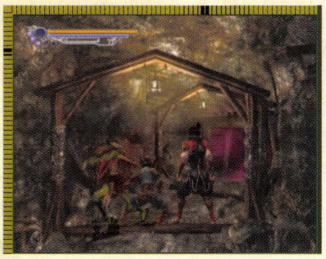
Continuing through the underground chambers, Jubei encounters the horrific Jaido. The light green ones are the lowest level and the easiest to defeat. The darker green ones are more difficult to knock to the ground. The light green Jaido drop between 10 to 20 Gold, whereas the dark green ones drop up to 50 Gold.

At the next intersection, kill the Jaido positioned near the northern Gold buckets very swiftly or they will smash the containers. Because enemies reappear in this area each time you enter, saving these buckets is quite difficult but quite rewarding if you can pull it off. Head south from the T-intersection.

BENEFITS OF ALLIANCE

The exits are magically sealed. Chop through the Jaido until you spot a sub-character perched upon one of the supports at the midpoint of the cave. After defeating the first batch of enemies, your ally arrives to help take out the second round.

Some people have all the fun.

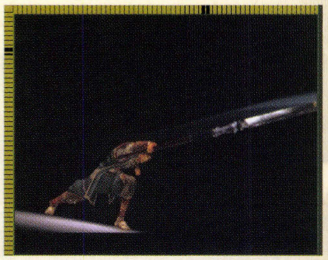


The allies who aid you are the ones with which you are the most generous.

The ally who assists Jubei depends upon whom you have traded with successfully. If you haven't traded up to this point, then Ekei will act as Jubei's ally throughout the mines area. If you are strongly allied with Magoichi, then Ekei will sit back. If you are strongly allied with Ekei, then Magoichi is the lazy one. However, if Kotaro is the only person you have traded with at this point, he will appear and use his ninja techniques. Continue southeast after the sub-character(s) depart.

THE ICE SPEAR

In the southernmost east cave, the red box on the right side contains the **Five Oni Orbs** document. Stick Jubei's hand into the dragon's mouth to obtain the **Hyoujin-Yari** ice spear. Because this weapon is only at Level 1, it's probably wiser to keep the Buraitou handy until you can improve the power of the other weapon. Return to the T-intersection and fight enemies as you continue north.



The Hyoujin-Yari is a new weapon with a unique fighting style. Master it quickly.

You can break the demon seals by using a weapon that is the same color.

BREAKING SEALS

Head north from the T-intersection to find an ally. Either Ekei and Magoichi will be fighting again, or Kotaro is trying to take on too much. Equip the Hyoujin-Yari Spear and attack the Mozun demon barring the north exit. This destroys the living seal, so you can continue north.

COLOR-CODED SEALS

The Mozun demons that seal off certain areas are color-coded to match the specific weapon that will destroy them. If for some reason you cannot distinguish the color, such as if you're playing on a black-and-white monitor, examine the Mozun and Jubei will see a certain elemental power swirling inside its shell. This is another method to determine which weapon to use.

IMPORTANT PREPARATIONS

Open the first red box for a **Medicine**, then use the Magic Mirror to upgrade the Hyoujin-Yari Spear and save. Also, look for chunks of Gold to collect. Examine the panel to the left of the east doorway to make Jubei use the Charity Orb to remove the stone blocks.

Beyond this doorway, things get messy.

Before proceeding into the next area, make sure you're ready to face an extremely tough boss monster. You may want to backtrack through the previous caves, killing enemies, until you capture another 7000 souls. You can then use them to level up the Hyoujin-Yari to Level 2, thereby causing much more damage to your enemy with each physical or magical strike.

Also, if you have no allies because you haven't traded items, you may want to return to Imasho Town and try harder to make friends. An ally will help you in the upcoming battle, if the need arises. Also, collect purple orbs until Jubei is just one slot away from entering Onimusha state, where he is invincible and twice as strong.

GINGHAMPHATTS I

RECOMMENDED LEVELS

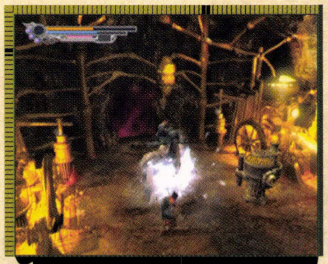
Buraitou	2
Hyoujin-Yari	1

Jubei enters a large cave in which the demons have built strange machinery to mine the Gold from the mountain. Guarding these bizarre anachronistic devices is a large, four-legged demon named Ginghamphatts, who makes the mistake of not taking Jubei seriously.

Do not take on this beast head-on; instead, slide around the demon until you find an open side.

Ginghamphatts is a boss enemy, which translates into more strength and hit points than the other demons. As a result, you must avoid hits from the beast because they will inflict more damage than any other attack. When Ginghamphatts raises his pickaxe to strike, exercise a defensive option. One such option is to counterstrike with a magic attack △, which will negate any hit that Jubei may receive. You can even press the L1 button to block an attack, but this isn't an effective method since Jubei gets knocked away. Plus, you can't block most of Ginghamphatts' attacks and damage accumulates. The best defense is to hold R1 and double-tap left or right to slide around to an open side. Not only is this the best chance to score a Critical Hit, but holding R1 charges the weapon making the subsequent attack cause much more damage.

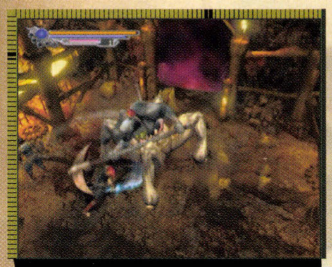
If one weapon runs out of magic energy, switch to the other and use all of its power. Ginghamphatts releases all sorts of orbs and energies when damaged. The only time Jubei is safe to inject released souls and energies is when he slides to a position directly behind the monster, out of its sight.



Use magic attacks to counter against an injury from an unavoidable blow.

If you consume a sixth purple orb and enter Oni state, repeatedly press △ to blast Ginghamphatts with powerful attacks. If you enter Onimusha state early in the battle, it is possible to consume six more purple orbs and enter Onimusha state again before the battle ends.

Onimusha state is extremely effective against Ginghamphatts. Use it wisely.



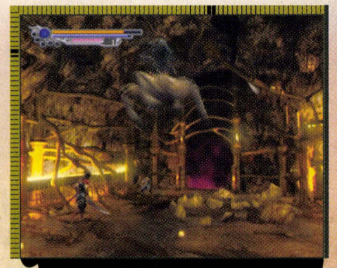
Make your attacks count by charging your weapons and attempting Secret Techniques.

When your magic power is gone, defeating this powerful foe requires a great deal of skill. As often as possible, slide away from the creature and charge attacks by holding R1 until the weapon glows. When using the Buraitou, charge the weapon and slide toward the monster. Then press Down, Up, □ to execute the Buraitou Secret Technique. Press □ again at the end of the combo to land another powerful hit. Then slide behind the monster or slide away.

There are also environmental concerns to watch for. If any of the large machines in the room get struck, they will explode. If Jubei gets too close to them when this occurs, he'll get flung across the room and suffer serious damage. Also, when Ginghamphatts swings his pickaxe and it hits the ground, medium to large amounts of Gold may get dug up! But don't step into harm's way just to collect a little extra wealth. Attack the monster until it staggers, then collect the Gold.

Watch out for exploding machinery, and keep your eyes peeled for Gold strikes!

When Ginghamphatts suffers lots of damage, the beast begins to leap and crash thunderously to the ground, knocking loose boulders and rocks from above. The monster also leaps long distances to knock Jubei to the ground. The only way to escape damage from a leaping attack or falling rocks is to slide left or right. When a boulder gets knocked loose, locate its shadow to determine its landing location.



Use slide maneuvers to avoid falling rocks and the leaping demon.

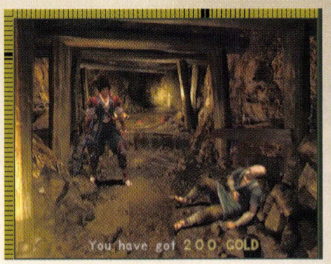
Help your ally defeat the demon by attacking it from two sides!

If Jubei loses approximately 50% of his Power Meter, his friendliest ally will appear to help with the battle. While the ally attacks from one side, slide around to the opposite side of the creature and double-team it with your strongest attacks. With the monster focused on the ally, Jubei can easily inject souls and energies. If Ginghamphatts knocks down the ally and focuses back on Jubei, stall for time by sliding around the monster until the ally gets back on his feet. Don't try to attack the creature from the same side as your ally, or you'll both get pounded!

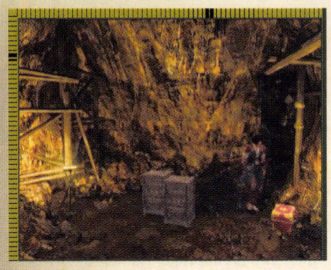
When Ginghamphatts finally gives up the ghost, inject all of the souls and energies released at once for a +40 soul bonus. The beast also leaves behind about 1000 Gold. After the cut-scenes, continue east into the next cave.

TRICKY CONVERSATIONS

Proceeding east from the boss fight, Jubei may find several Gold deposits in addition to a bizarre hatch on the ground. At the end of the twisting cave is a wounded miner. *Do not talk to the man on the ground just yet, or you'll get transported back to the village and miss some wealth.*



Avoid conversation with the miner until you collect the items in the next cave.



In the last cave to the east, vast deposits of Gold are visible. Get the **Mirror** from the red box on the right side and smash the crates to reveal a trick treasure box. When you're ready, return to the previous cave and speak to the wounded miner. During the cut-scene, Jubei and the miner return to Imasho Town, where the game resumes.

TRICK TREASURE BOX
GOLD MINES, EAST

This puzzle box is solved in four moves. Jubei receives the **Hyoujin-Yari Secret** technique, which allows him to perform the weapon's special move.

RECUPERATION AT IMASHO

Jubei takes the wounded miner back to town and feeds him. The grateful man gives Jubei the **Red Ring**, an item that opens the strange hatch in the mines. However, the enemies inhabiting the mines have grown in power. Before returning to the crime scene, strengthen your alliances and weapons.

KOTARO MEETING #2

If you haven't met the ninja Kotaro, visit the second level of the bar after the wounded miner thanks Jubei. Try to speak to him and Kotaro leads Jubei on a merry chase downstairs. After the scene, you can find Kotaro hanging out on the second floor with some miners. You can trade items with him in hopes of forming an alliance, but if you're already friendly with Ekei or Magoichi, then your chances aren't good.

FAMILIAR FACES AND NEW GOODS

Drinking and eating on the first floor are Ekei and Magoichi. Also, the door leading directly from the bar into the store is now open. Make sure you save your game at the Magic Mirror behind the bar before attempting to trade items, in case you don't like the flavor of the local bartering.

The store owner has a new batch of items, in addition to anything you haven't already purchased. The total price to buy out the new set of items is 5100 Gold. To make that kind of money, return to the mines.

ITEM LIST: VILLAGE SHOP(MINES CLEARED)

NAME	GOLD
Lemon	200
Hair Ornament	300
Fairy Tale Book	200
History Book Vol.10	100
Silver Armor	800
Keimyo Hachimaki	800
Western Boots	800
Fudo Leg Guard	800
Red Parrot	500
Love Potion	500
Artwork #17	100

SUB-CHARACTER UPGRADES

Several of the items at the shop are armor pieces that the sub-characters can equip. Purchase these items and give them to the sub-characters. In return, they give Jubei valuable combat items as well as weapon Techniques. These documents teach Jubei to charge his weapon attacks to even higher levels.

TURN CHALK INTO MELON!

This is the only chance to complete this optional item-trading side quest. You must trade with the sub-characters in the bar, not at the mines. A man standing at the back of the store tells Jubei a short story and gives him some **Chalk**. Jubei's task is to trade the chalk for melon. This is only possible through trading items with sub-characters. Give the chalk to Ekei to receive the **Tale of the Heike**. The natural choice for this is Magoichi, a history nut. He then hands over a very familiar-looking **Emblem**. Take the emblem to Kotaro to receive the **Melon**. Talk to the man again when you have the Melon, and he'll thank you.

This man has a near impossible task for you.

The only way to exchange chalk for melon is to trade with sub-characters.

Remember to check the store again later to see if the man's father has shown up with a reward.

Later, after returning from Castle Gifu, the man's father is standing at the back of the shop. In gratitude for his health, he gives Jubei the **Orange Necklace**. When equipped, the Orange Necklace reveals the locations of hidden soul clusters. A complete listing of hidden soul locations is contained in the "Secrets" chapter.

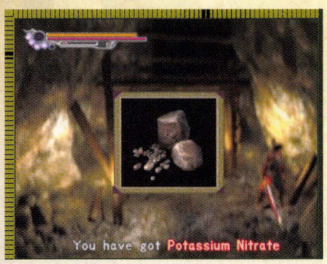
SACRIFICES FOR THE GREATER GOOD

Note that giving Chalk to Ekei causes him some unhappiness. This may cause you to lose alliance points.

THE POTASSIUM NITRATE MAP

This is the only chance to complete the optional mining side quest. If Magoichi is more your ally than Ekei, speak with the man standing near the back doorway of the bar on the first floor. He offers to sell you the **Potassium Nitrate Map**, which is similar to the map of the Gold Mines, but with little "X" marks at various points. The map is automatically filed in Jubei's Pictures menu. Give him 50 Gold for the map, and head out to the Gold Mines once again.

This man offers a mysterious item if Magoichi is your ally.



Search the three locations marked on the map to find Potassium Nitrate.

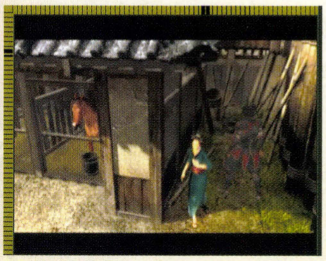
Inside the mines, there are three points to search. First, venture to the southeastern cave (where the Hyoujin-Yari Spear was obtained) and search the north wall for a **Potassium Nitrate** deposit. Now check the map you bought to see the locations of the other **Potassium Nitrates** at their north and northeast locations.

Now head back toward the entrance of the mines and offer the three Potassium Nitrate items to Magoichi. Impressed with the quality, the scientifically-minded warrior crafts **Burst Bullets (x5)**. Give him the other two Potassium Nitrate items as well, and you'll have quite a supply when Jubei finally obtains the proper firearm later in the game.

Magoichi turns the Potassium Nitrate into Burst Bullets. Stock up!

STOP THIEF!

This is your only chance to complete this optional character conversation side quest. If Ekei is your tightest ally, which you can determine based on whether he helped you defeat Ginghamphatts, then this side quest is available.



After Ekei relates the story, talk to the woman hiding near the stables.

Upon returning from the boss fight, head downstairs and speak to Ekei. Someone has stolen something from him. Head to the small area just east of the stables, where a young woman hides in the shadows. Speak to her and she flees the area.

The woman hides on the second floor balcony.

She flees to the interior of the blacksmith's shop.

Returning to the main street, Jubei spots her on the second floor balcony of the bar. Speak to her again, but she runs off again. This time she is hiding just inside the blacksmith's shop, where she again escapes. She returns to her position east of the stables. Here, she finally hands over Ekei's **Broken Bell**.

*Chase her back to the stables to get the **Broken Bell**.*

Ekei is very grateful to have his sentimental item back.

Take the bell back to Ekei and offer it to him in a trade. In return, he gives Jubei a weapon Technique manual. Jubei can now charge up either weapon to deliver three times as much damage to a foe!

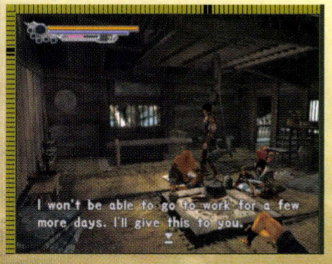
OTHER ITEMS TO OBTAIN

There's a woman dressed in yellow near the stables. Talk to her multiple times to receive the **History Book vol.2**. The woman to her left is afraid of the guy who walks in and out of the area repeatedly. Talk to the man three times and he gives you his **Bouquet**. You can also pester the man sitting near the horse stalls until he gives you a **Magic Jewel**.

Snobby lady bearing brown book.

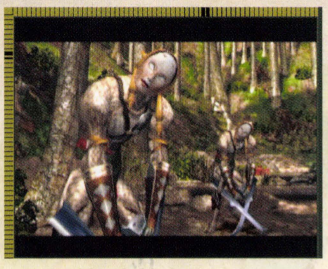
A woman walking the main street says that Jubei is exactly her type. Talk to this woman three more times to receive an all-healing **Secret Medicine**.

If you met Kotaro previously (or if you meet Kotaro for the first time at this point), return to the second level of the bar and speak to the bald man to the right of the fireplace to get the **Pick**. Now you're ready to do some mining of your own!



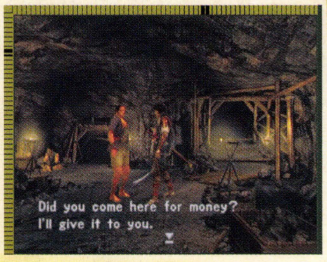
The bald miner on the second floor turns over his trusted tool.

RETURNING TO THE MINES

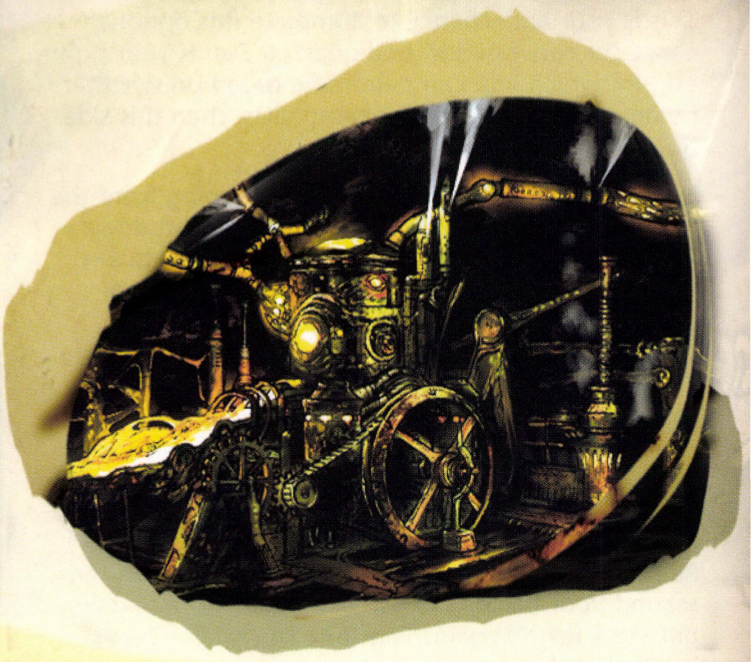


Head northwest out of town toward the mines again, but watch out for Masked Ninjas on the mountain trail. These creatures may drop some Gold, but they will most likely drop little glowing bags. These items might be Wonder Flowers or Unique Mushrooms!

The mine entrance is now inhabited by people, but demons still roam the ancient caves. A man searching for something near the entrance gives you **Dice** to leave him alone. Check for Gold in the room in which Jubei obtained the Demon Wall Scroll, then return to the entrance and head east.

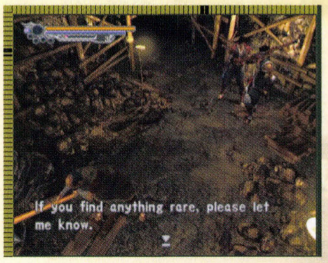


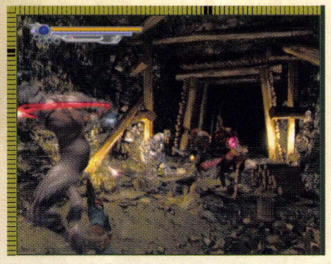
Check old areas for new Gold caches, and talk to new faces for useful items.



ALLIES IN THE ANCIENT CAVES

Magoichi is guarding the miners in the eastern caves, and you can trade items with him if you want. Gold randomly appears in this cave as the miners continue to work, so take whatever you find.





Continuing through the mines, Jubei finds Kotaro surrounded by demons. Help him defeat the Genma, and collect the Gold and souls released in so doing. When the enemies are history, Kotaro takes up a position in the cave containing the northern Magic Mirror. You can trade items with him if desired.

Ekei rests in the southeastern cave in which you obtained the Hyoujin-Yari Spear. You can trade items with him to increase your alliance with him.

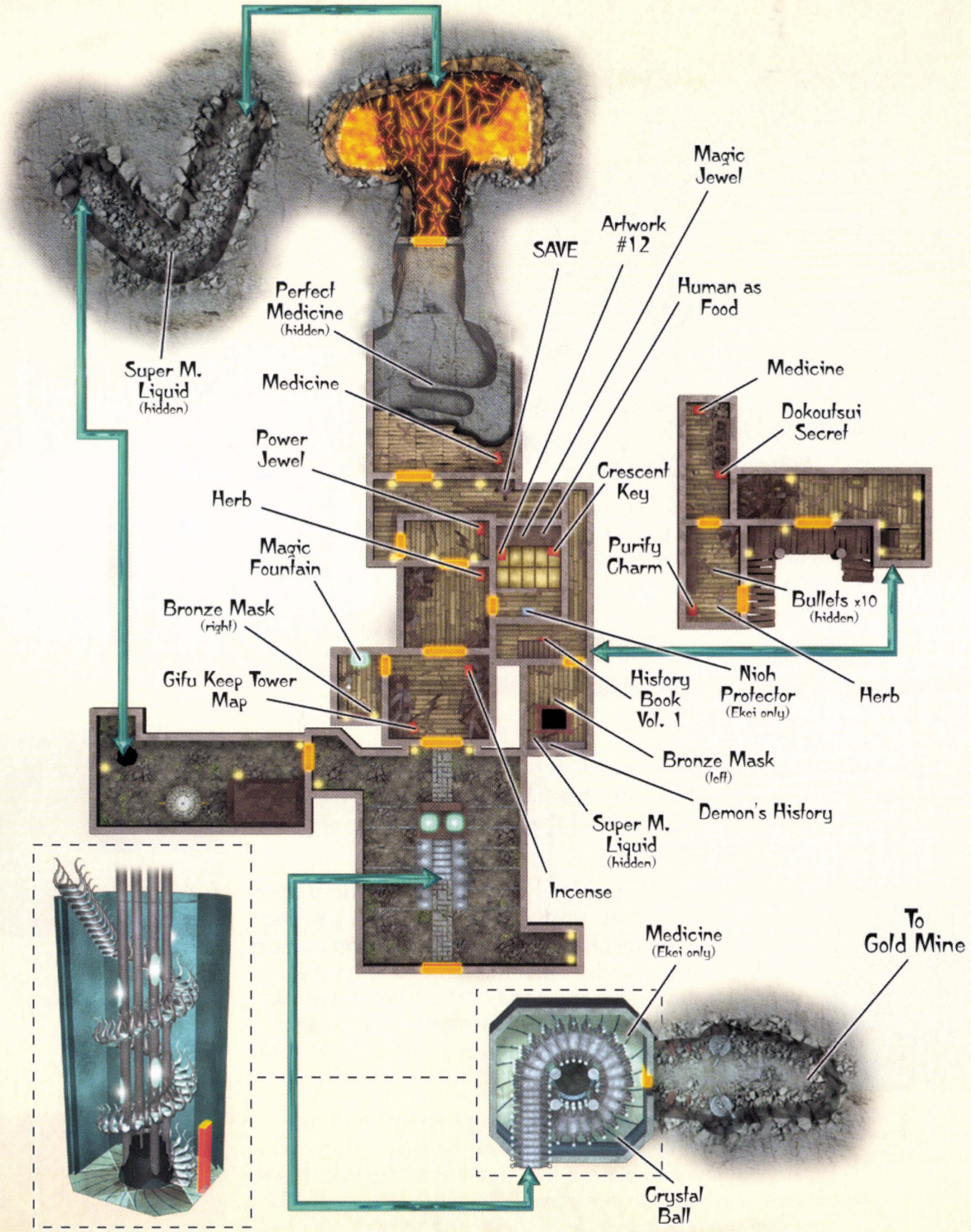
THE DEMON WARP HATCH

In Ginghamphatts' old stomping ground, Jubei encounters an Oowashya, Bazu, and a Baby blocking the exit. Fortunately, Magoichi is already fighting these demons. To strike up an alliance, reward him for his help by trading good items with him.

Look for lots of new Gold deposits in the room in which you obtained the Hyoujin-Yari Secret Technique, then use the Red Ring on the hatch in the previous chamber. Step into the light and agree to descend.

Use the item obtained from the wounded miner to open the demon's warp hatch.

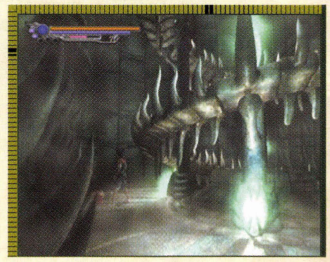
CASTLE GIFU


Magic Jewel
Artwork #12
SAVE
Human as Food
Perfect Medicine (hidden)
Super M. Liquid (hidden)
Medicine
Medicine
Dokoutsui Secret
Power Jewel
Crescent Key
Herb
Magic Fountain
Purify Charm
Bullets x10 (hidden)
Bronze Mask (right)
Gifu Keep Tower Map
History Book Vol. 1
Nioh Protector (Ekei only)
Herb
Bronze Mask (left)
Demon's History
Super M. Liquid (hidden)
Incense
Medicine (Ekei only)
To Gold Mine
Crystal Ball

GOZARESU

Gozaresu are best fought with highly charged weapons and magic attacks.

Jubei gets warped from the Gold Mines into an underground cave. Proceeding inward, some mighty demons swinging logs attack Jubei from each side. Use his magic power and charged attacks to slay these creatures, called Gozaresu. The doorways are sealed, so you must defeat both monsters to continue.



A careful searcher finds all the items needed.

Move south from the bottom of the spiraling ramp to find a red box with a **Crystal Ball** inside. Ascend the dragon's tail and charge all attacks to deal with the Zedan at the top.

BLACK ITEM BOXES

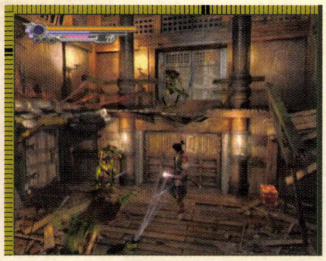
There's a black box at the bottom of the spiraling ramp that Jubei can't open; only a sub-character can open it. These boxes usually contain items and power-ups that are used specifically by a sub-character. For a sub-character to become playable and open the box, you must heavily trade items with one character until you reach the Bond level.

More information on bonding with sub-characters is contained in the "Item Trading and Alliances" chapter. Additionally, information on the content of each black box and who gets to open it is contained in the "Side Quests" chapter.

OCCUPIED TERRITORY

Stepping out of the spiral ramp, Jubei finds himself in the familiar courtyard outside Inabayama Castle. This haunting location is now headquarters of Nobunaga, and it's been renamed Gifu. Move north to the doors of the castle to make an ally appear for a short event. Enter the castle doors.

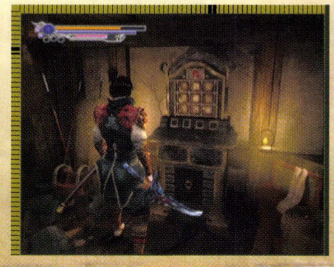
Your encounter with a sub-character here depends on your alliances.



Jaido Archers perched high can inflict massive damage in combination with ground forces.

Equip the Bow and Arrows and shoot the Jaido Archers on the balcony, then unsheathe the Buraitou and clear the remaining enemies on the ground floor. After clearing the lobby of Jaido, open the red box amid the debris on the left for the handy **Gifu Keep Tower Map**. Inside the box in the upper east corner is the ultra-valuable **Incense** trading item. Enter the western door under the balcony.

Inside the tiny room, use the Magic Fountain to refill your power meter. At the back of the chamber is a puzzle that involves placing four numbered blocks into positions so that each line in any direction adds up to 15. Solve the puzzle to receive the **Bronze Mask (Right)**.

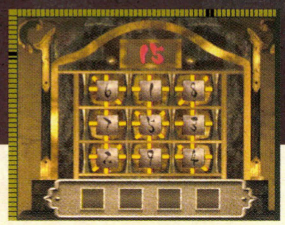


Get out your calculators...

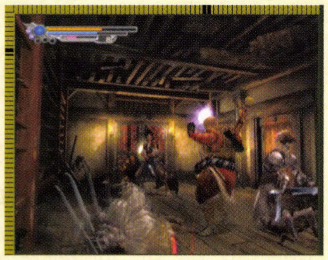
LINE TOTAL PUZZLE
GIFU CASTLE, COMMONS

Place the numbered blocks into the puzzle so that each line adds up to 15, whether it's across, down, or diagonal. Place the blocks like this:

6	1	8
7	5	3
2	9	4



FURTHER ASSISTANCE

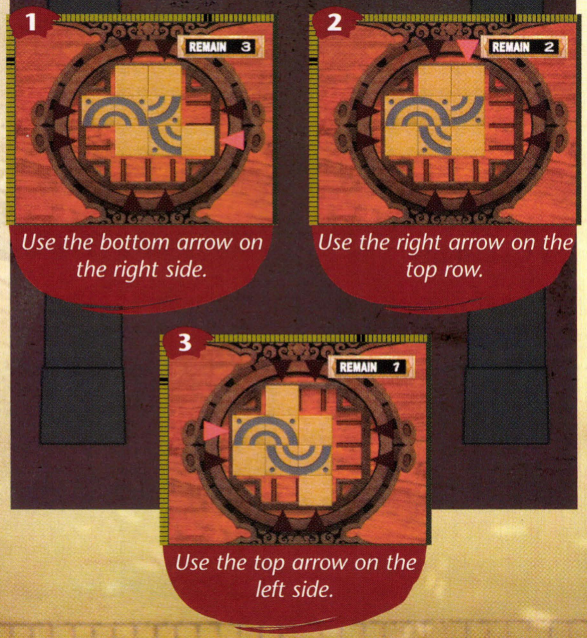


See? Ekei really can be helpful!

Take out more Jaido and Jaido Archers in the Entry Hall, and proceed through the double doors to the north. Ekei then helps you battle a Baby and several Musaido. Get the **Herb** from the red box and trade items with your ally. The east door is locked, so head through the north double doors.

TRICK TREASURE BOX
GIFU CASTLE, 1F

Solve the tile puzzle in three moves. You receive a **Power Jewel** for doing so, which extends the power meter.



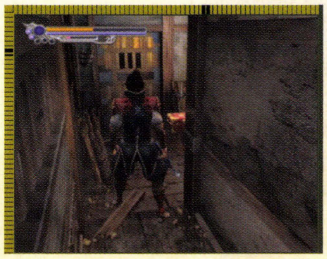
Use the bottom arrow on the right side.

Use the right arrow on the top row.

Use the top arrow on the left side.

GUARDIAN SPIRIT

At the sealed door in the next corridor, insert the Bronze Mask Right half. Obviously, Jubei needs the other half. Kill the Oda Soldiers and Oda Bodyguards, and use the Magic Mirror to level up and save. Continue through the east door.

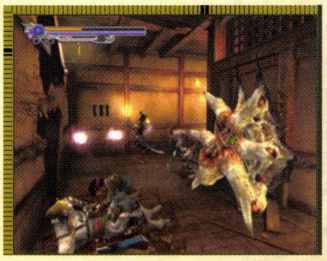


Open the box and enter the door beside it.

Open the red box under the stairs for the **History Book vol.1**. Enter the door, which is also under the stairs. With any luck, you exit this corridor before Jaido begin to materialize.

The spirit of the dead man hovering over his body gives Jubei the other half of the key, if you bring the Purify Charm to help free his soul. In the back of the room, read the **Demons' History**. Return to the passage outside and head upstairs to 2F to begin your search for the bag.

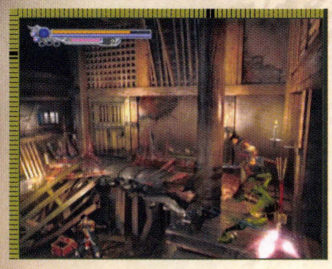
Ever notice the dead always have such high expectations?



On the second floor, clear out the Joda. If you are strongly allied with Magoichi or Ekei, an event occurs. If not, continue through the double doors onto the balcony. Cross the upper level above the entry hall and head through the southwest door.

In the coal room, open the red box for an **Herb**, and locate the **Purify Charm** on the nearby table. A yellow seal blocks the north door and the seal can't be broken by any of Jubei's current weapons. Watch for Musaido ambushes and return to the ground floor.

The Purify Charm should appease the blighted soul.



If you are strongly allied with Magoichi, help the gun master defeat enemies by killing the Jaido Archers on the balcony. Then equip the Bow and Arrows and become the sniper yourself! Help Magoichi defeat the enemies below. This event only occurs if you are somewhat friendly with Magoichi.

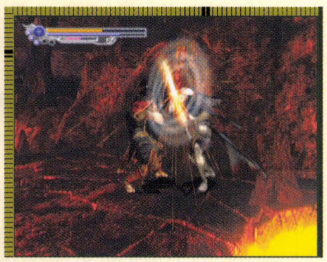
Return to the well area under the stairs and speak to the spirit of the dead man. The ghost accepts the Purify Charm and leaves the **Bronze Mask (Left)**. Take this back to the appropriate corridor and use it on the seal.

NOBUNAGA'S MINIONS

Jubei stumbles upon a scene between the maliciously mischievous Tokichiro and the young woman previously seen in the village. Jubei bravely rescues the girl, but then faces two giant Gaidorozu demons at once! Use magic attacks on each foe to survive unscathed. Afterward, open the red box east of the entrance door for a **Medicine**. Then head north and enter the door behind the ruins of the old Phantom Realm gate.

At this close range, magic is your only ally.

As hard as this encounter is, it still doesn't count as a boss fight.



Try to lock swords with Gogandantess to end this ineffectual battle as soon as possible.

Proceeding into the room, Jubei encounters another of Nobunaga's demonic servants, Gogandantess. This vain demon knight really loves himself and for good reason. You can't defect Gogandantess in the current situation, so just attack the boss continually and slide around or away from him. It's best to constantly strike at Gogandantess' defenses until Jubei locks swords with him. The game requires you to attack Gogandantess ceaselessly for a certain period of time. If you pull away or defend for too long, the time counter is reset and Gogandantess' attacks become more fierce. So even if you take a little damage, keep slashing berserker-style at Gogandantess until a sub-character intervenes. After their swords become locked two or three times, the young woman comes to Jubei's rescue. Kotaro may also help your retreat, depending on your alliances. Has he been hanging upside down when you speak?

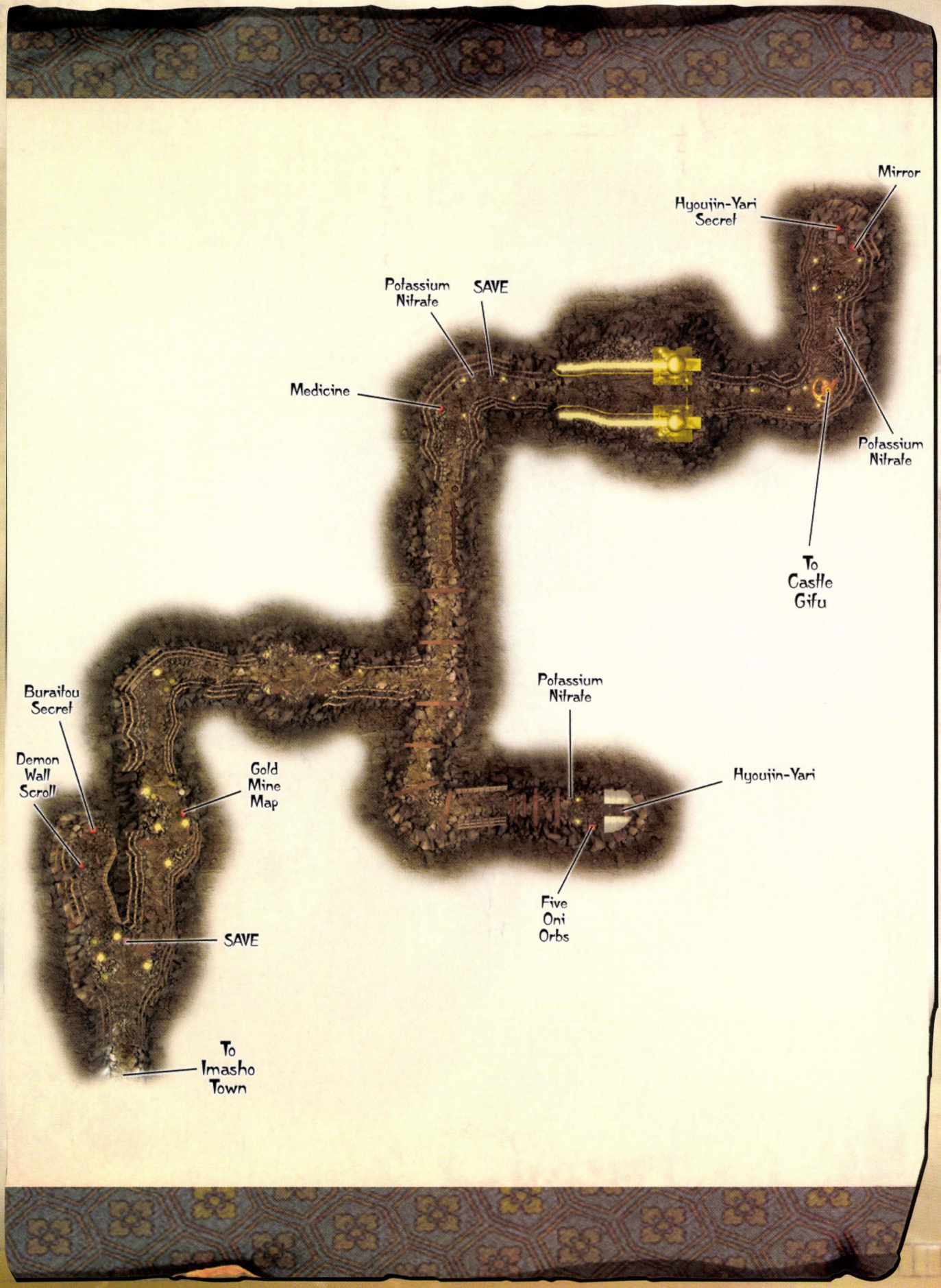
ESCAPE FROM GIFU

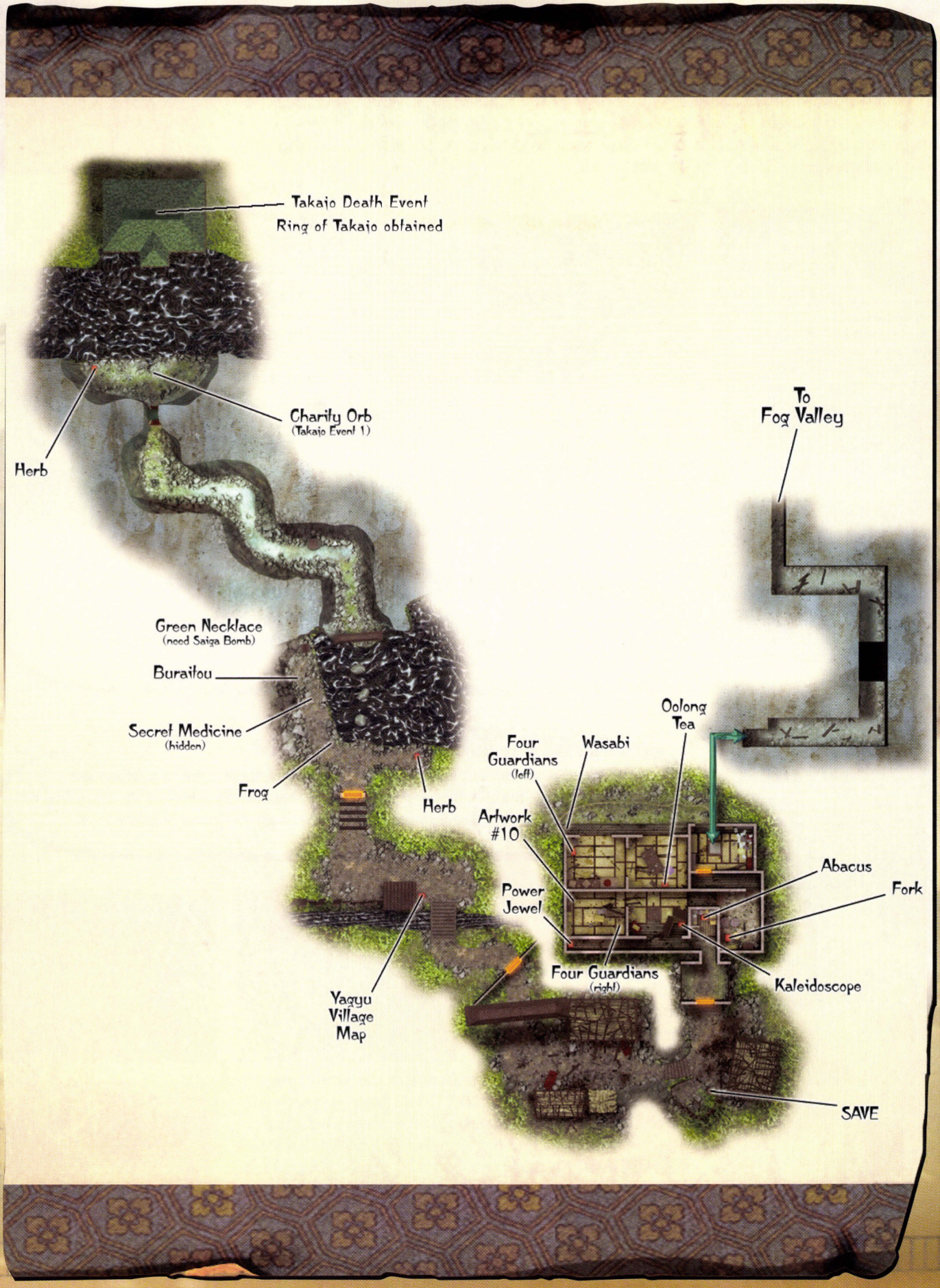
After the suspenseful confrontation, Jubei follows the young woman out of the tunnel. You may not return to the previous chamber.

Use Oyu's Faith Orb to power the strange demon machine.

In the eastern courtyard outside the castle, Jubei introduces himself to Oyu, the young woman. Oyu gives Jubei her **Faith Orb** to use on the device. The ball turns into the Iron Horse, which the two characters ride back to the village.

SECRETS OF YAGYU HOUSE


Mirror
Hyoujin-Yari Secret
Potassium Nitrate
SAVE
Medicine
Potassium Nitrate
To Castle Gifu
Potassium Nitrate
Buraitou Secret
Demon Wall Scroll
Gold Mine Map
Hyoujin-Yari
Five Oni Orbs
SAVE
To Imasho Town


Takajo Death Event
Ring of Takajo obtained
Charity Orb
(Takajo Event 1)
Herb
To
Fog Valley
Green Necklace
(need Saiga Bomb)
Burairou
Secret Medicine
(hidden)
Frog
Herb
Oolong
Tea
Four
Guardians
(left)
Wasabi
Artwork
#10
Power
Jewel
Abacus
Fork
Four Guardians
(right)
Kaleidoscope
Yagyu
Village
Map
SAVE

LAST TRIP TO IMASHO

Jubei and Oyu park the demon horse at the stables at Imasho, then take a moment to get acquainted. There are two things you must do to continue the game at this point. You must speak to or trade items with one of the sub-characters at the bar, at which point a new character will appear in the market area. When you speak to the new character in the market, Jubei will leave Imasho permanently, never to return. Accomplish all of the things you want to do in Imasho before speaking to the new character in the marketplace area.

KOTARO MEETING #3

Kotaro may appear at the east end of the stables. His appearance depends upon whether or not Jubei has traded any items with him thus far. Also, if Kotaro hasn't been introduced into the story, Jubei will encounter him here automatically.

CUSTOMER INCENTIVES

The store has a whole new list of items to obtain. To buy everything, you'll need 9600 Gold. The only way to obtain this much wealth is to venture into the Gold Mines again, where you can fight even harder enemies, find greater quantities of Gold, and get more items from the miners inside. Buy out the store this time, then talk to the owner again to receive the **White Necklace**. By equipping it, you can stand perfectly still to make Jubei regenerate health until the meter is full.

ITEM LIST: VILLAGE SHOP (AFTER GIFU)

ITEM	GOLD
Black Pill	100
Pocket Watch	300
Pandora's Box	700
Calligraphy Kit	300
History Book Vol.8	100
Naughty Novel	500
Phirangi	1000
Gabishi	1000
Goraishinki	1000
Houtengeki	1000
Green Parrot	500
Pair Ring	3000
Artwork #18	100

COLLECTING OLD DEBTS

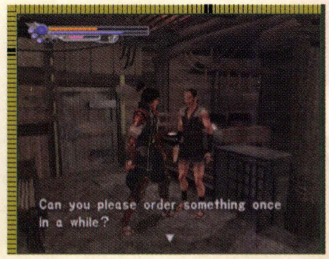
Did you complete the side quest to get the **Orange Necklace**? Make sure you find the man's father at the back of the store during this brief stay in town to claim your valuable prize!

SUB-CHARACTER WEAPON UPGRADES

In the next portion of the game, you may have the opportunity to play as a sub-character. Purchase the available weapons from the shop and give them to the sub-characters. By doing so, you can use these powerful weapons when playing as the sub-character!

MORE FRIENDLY TOWNSFOLK

You can speak to the drunken man who staggers through the market area three times for a **Taizo Mandala**. The bartender standing at the rear of the bar wants you to purchase **Black Beer** for 200 Gold. After entering the bar or the store, return to the stables area and speak with the new folks looking at your iron horse. Talk to the man with the backpack twice to receive the **Glass**.

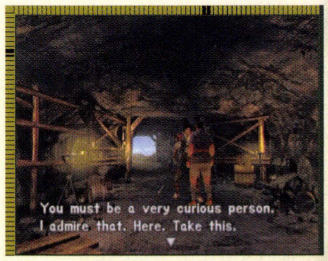


SOLIDIFYING ALLIANCES

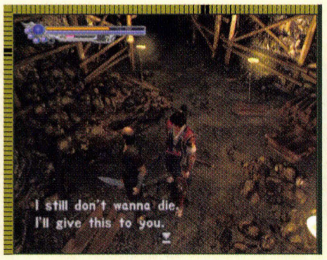
Ekei, Magoichi, and Kotaro are in their usual spots, while Oyu stands on the balcony of the second floor. When you trade an item with anyone or speak to them, they will mention a beautiful woman who wants to see Jubei in the market area. Don't get too excited and trounce off to the market just yet; if you do, you'll end your stay in Imasho very quickly.

Trade items now like never before, because you won't return to town again. Make sure that at least one of the characters has reached the Bonded level with Jubei. This is indicated when the character gives Jubei a better greeting at the beginning of each item trade transaction, and it's a good indicator that you will have an opportunity to play as this character sometime soon. If at all possible, try to leave Imasho with some favorable items still in your possession.

FINAL MINING EXPEDITION

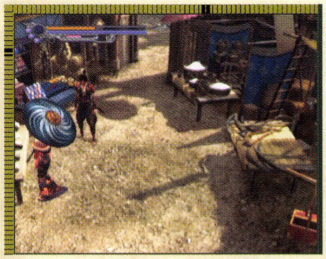


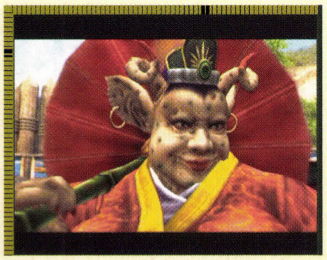
To accumulate the wealth required to clean out the variety store, one last trip to the mines is required. Upon entering, speak to the man still searching the entrance area for the **Loaded Dice**. Search all of the cave branches for new Gold deposits. The tough enemies will drop large amounts of the shiny stuff as well. Defeating the new monsters is quite difficult with only two weapons at your disposal. Make sure you charge up your physical attacks against large enemies by holding R1. To fight the tough new monsters with little effort, refer to the "Advanced Combat Tactics" and "Genma" chapters.



*Speak to the miner in brown clothes several times to receive a **Medicine**.*

Dorogando robots working in the machine room will drop between 300 to 400 Gold!





LEAVING IMASHO BEHIND

When you're ready to continue Jubei's adventure, return to the market area of Imasho after speaking to or trading with any of the sub-characters. The area is strangely empty, save for one shapely lady holding a blue parasol. Addressing the woman, Jubei finds himself dealing with the stunning and cunning Jujudormah. This oversized demon has a big crush on Nobunaga and a harsh grudge against Jubei's benefactor. After the scene, Jubei returns to the area surrounding his family estate to save Takajo.

REUNION CUT SHORT

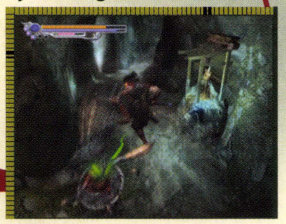
Returning to Yagyu Village, head northwest to Takajo's Heian Mansion near the small lake. Upon reaching the area of the small wooden bridge, your strongest ally will help you defeat the difficult Gozaresu and Bajaido demons. Thank your ally for the help by item trading.

You'll have to replay the game four times to get all of the allies to appear in this area.

Although Jubei is too late to stop Jujudormah, the **Ring of Takajo** lying on the ground will be helpful. Return to Jubei's old residence with this item.

PERSISTENT PESTILENCE

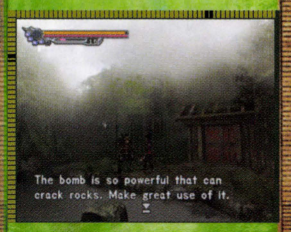
Hyukan demon lanterns appear in the caves as Jubei exits the area. You can only damage these metal-encased creatures when their magic interior is showing. Kick the monster to expose its magic center, then strike with a weapon to slay it.



MAGOICHI GIVES A BOMB TO JUBEI

If you're on friendly terms with Magoichi, he'll be standing by the stone crossing when you return from Takajo's shrine. Speak with him to receive the **Saiga Bomb** and use it to blow up the stones next to the Lightning Dragon's shrine.

After destroying the rocks, collect the **Green Necklace** from the red box. While wearing it, the location of hidden item boxes are revealed! Equip it now to spot a Demon Treasure Box at Jubei's feet! Thank Magoichi by giving him a good item in trade. Check the "Secrets" chapter for the locations of all 13 Demon Treasure Boxes.



SECRET ESCAPE ROUTE

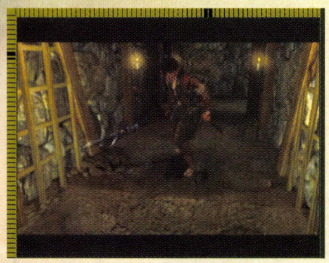
If you haven't been inside Jubei's family mansion, then collect all the items inside and investigate the bureau located in the rear section of the house. The complete description of all the items and their locations are described at the beginning of the "Walkthrough" chapter, so reference that early section for the details.

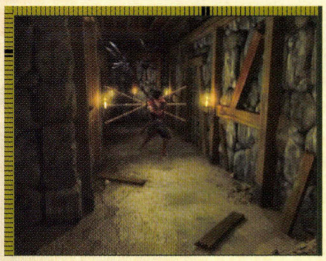
Use the **Ring of Takajo** at the bureau in the back room to open a double panel on the object. You now need to solve another puzzle to proceed.

FOUR GUARDIANS PUZZLE

The solution to this puzzle is drawn on the artwork that has been torn in half and placed at two separate locations inside the Yagyu home. After acquiring both sections, access the Picture menu and examine the full document. The drawing shows the four guardians in their respective locations. Take a moment to memorize it, return to the bureau puzzle, and rotate the four dials until the character sets displayed match the diagram on the chart. Refer to the screenshot of the diagram so that you don't have to refer back and forth in-game.

With the correct guardians at the correct positions, the fireplace in the center of the room opens and a rope ladder drops inside the secret pit. Climb down to continue.





SPIKY PIT AND ROTATING DOOM

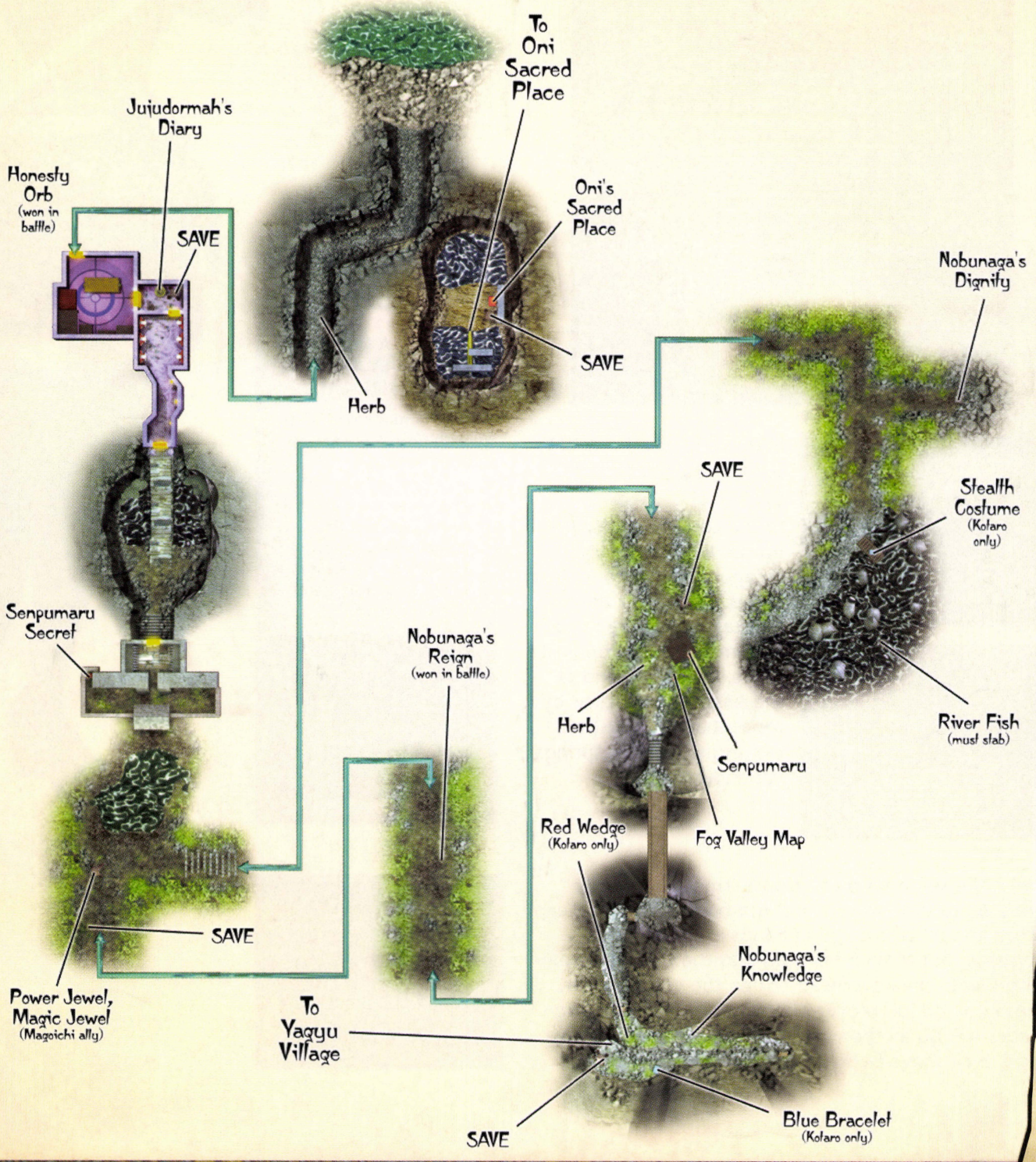
In the corridor under the house, Jubei narrowly escapes falling into a pit of spikes. Jump over the pit and tap Up on the D-pad to climb onto the opposite ledge. The north end of the passage is blocked by ropes that you must cut. Unfortunately, this springs yet another trap.

When the spinning blade device emerges, quickly press R2 to turn around and run back to the pit. Leap across the pit so that Jubei hangs from the ledge opposite, but remain hanging into the pit as the spinning blades pass overhead. When the coast is clear, climb up and jump over the pit again. The spinning blades will go all the way to the entrance of the passage, then move back toward the exit.

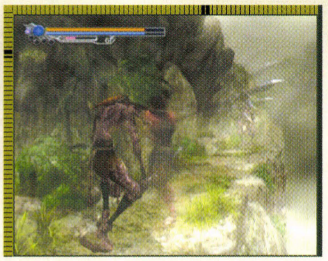
A MOMENT BY THE FIREPLACE

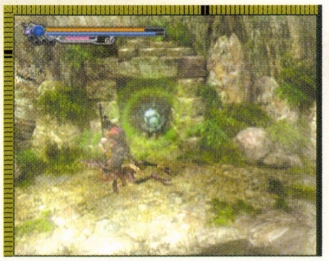
If you are strongly allied with Oyu, a scene with the young lady will occur before you get a chance to solve the bureau puzzle. This scene counts toward Oyu's Scenario Route percentage at the end of the game.

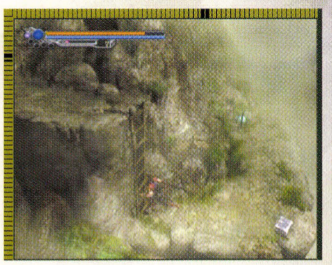
FOG VALLEY


To Oni Sacred Place
Jujudormah's Diary
Honesty Orb (won in battle)
SAVE
Oni's Sacred Place
SAVE
Herb
Nobunaga's Dignity
SAVE
Stealth Costume (Kotaro only)
Senpumaru Secret
Nobunaga's Reign (won in battle)
Herb
Senpumaru
River Fish (must stab)
Red Wedge (Kotaro only)
Fog Valley Map
SAVE
Power Jewel, Magic Jewel (Magoichi ally)
To Yagyu Village
Nobunaga's Knowledge
SAVE
Blue Bracelet (Kotaro only)

CLIFFS OF CHAOS

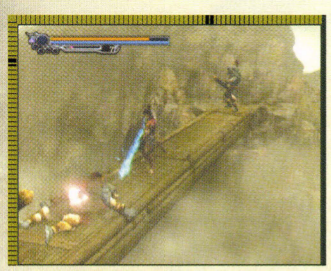






Notice this seal, which requires a "green" weapon to break open.

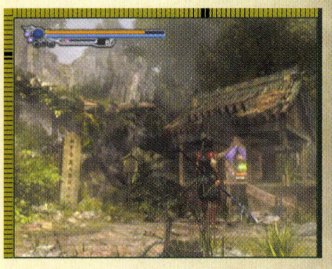
Use the Magic Mirror to save your game and level up weapons, then proceed east along the ledge. Remaining on the lower cliff isn't the way to proceed. Instead, climb up to the mid-level ridge or Bajaido and Musaido demons will continuously leap down to the bottom level and attack from both sides. With a powerful attack, Jubei can knock the Genma from the middle ledge to the lower ledge, in effect preventing them from attacking. Any demons knocked off the lowest level will fall to their deaths, and you can draw their souls upward from far below. Climb the ladders up to the next area.



WINDS OF VENGEANCE

Crossing the narrow bridge is even trickier with all the giant Gozaresu demons here. If, however, Jubei is strongly allied with Kotaro, Magoichi or Ekei, one of them may appear to help when Jubei attacks. Make sure you trade an item or two as reward for their assistance.

Open the red box on the right for an **Herb** and check the next red box for the **Fog Valley Map**. The Wind Dragon Shrine is where Jubei can obtain the **Senpumaru**, a powerful new weapon that releases the power of a tornado. However, the blade is only Level 1, so use stronger weapons until you collect enough souls to improve its strength.



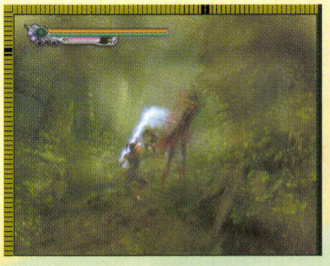
Save your game at the Magic Mirror, because one way or another things are about to get very tricky.

INTRODUCING THE NOBUNAGA ACTION FIGURES!

With the Senpumaru in hand, return to the cliffs area and use the weapon to break the green seal. **Nobunaga's Knowledge** is the first of three little statues that you must collect to unlock a special door further to the north.

AVATARS OF CONFUSION

Moving past the Magic Mirror by the Wind Shrine, take a moment to notice that Jubei's usual marker doesn't appear on the in-game map to indicate his position. Something is very wrong with this area. Slay the Bajaido and continue north.



THE WOMAN WARRIOR

Returning to the narrow bridge area with the statuette in hand, it's quite possible that Oyu will join Jubei in killing a cadre of Gozaresu in the bridge area. When the coast is clear, speak to the young woman to obtain an **Herb**. Make sure you trade items with her in appreciation for her efforts.

KOTARO WITH FIRM FRIENDSHIP

If there isn't a Kechacha in this area, it means Jubei is lost in the forest and can't get out. Just keep heading north, returning to the first area over and over until Jubei realizes that he's lost. At this point, Kotaro comes to the rescue. Refer to his short walkthrough in the "Side Quests" chapter for the details.

This walkthrough describes events that occur when Jubei must fight his own way out of the forest.

The second area appears to be a Y-intersection, but it's an illusion. You might notice a rather harmless looking creature floating near the connection point. If you head along either path without killing the floating Kechacha demon, you'll re-enter the previous area and have to fight Bajaido again. Jubei doesn't auto-face the Kechacha demon since it isn't really there, so don't hold the R1 button and keep chasing and swinging at the Kechacha. It squeals each time you hit it. After killing it, the illusion vanishes and reveals the true path. Run straight ahead into the next area.

LOST FOREST NEGOTIATION

Proceeding into the illusionary forest, Jubei encounters the soul-stealing Gyaran. Shoot this floating horror from a distance with an arrow, then proceed into the area to contend with Joda ninjas. Keep track of directions and continue forward.

Either perform a wind attack to hit the Kechacha, or fire an ice attack when it's directly behind another enemy.

The next Y-intersection has the dangerous combo of a Gaidorozu skull knight and Joda assassins. As soon as you kill the Kechacha floating behind them, all the enemies will disappear and the split path will merge into one. However, if the transparent monster gets scared off by the melee, the next area you enter will be the first, and you'll have to go through a squad of Jaido to return to the area in which you were before. You can easily kill the creature while in Onimusha state by performing Jubei's laser attack. Once the true path is revealed, move forward and attack some Hyukans.

Lightning magic may help you get around the Baigozaresu fast enough to reach the Kechacha.

Ginghamphatts isn't the brightest flower in the patch, but he keeps his promises...

Proceeding north, navigate around the Baigozaresu and hit the floating illusion creature. As you proceed through another empty area, Jubei encounters Jujudormah again. Although she wants to gobble up Jubei, her thunder is stolen by Ginghamphatts, who has returned to the narrative sporting a stunning new color.

GINGHAMPHATTS II

RECOMMENDED LEVELS

Buraitou	2
Hyoujin-Yari	2
Senpumaru	1

Fire off a magic attack only if Jubei is trapped on the sidelines and it looks like Ginghamphatts is going to cleave him.

In the outdoor environs, Ginghamphatts cannot drop rocks on Jubei's head. However, this beast has a new strategy. Start the battle as you normally would, striking with double and triple-charged attacks in combination with Secret moves. The new Senpumaru is only useful if Kotaro has already obtained the Senpumaru Secret for Jubei, during the ninja's side quest. Without the Secret scroll, you must rely on weightier weapons. After absorbing some damage, the monster dashes into the forest.

Ginghamphatts begins a pattern of stampeding back and forth across the area, from one patch of thicket to the other. If Jubei gets caught in the stampede, he'll take phenomenal amounts of damage. Whenever Ginghamphatts darts into the forest, hold down the R1 button to track the demon's position among the trees. However, the four-legged feral moves so fast through the underbrush that this is a bit unreliable. Therefore, don't remain in one position. While holding the R1 button and charging your next attack, tap Up or Down on the D-pad continuously to slide up or down the path.

By constantly moving, your focus will constantly shift to pick up the monster and you should likely be out of harm's way.

Eventually, the brute will bump into a tree. When this occurs, attack your stunned opponent with charged attacks and Secret combos. Continue this pattern of attacking strongly and tracking him through the woods. If Ginghamphatts takes a great deal of vitality from Jubei, your strongest ally should appear to render combat assistance.

After the battle, Jubei finds the **Nobunaga's Reign** statue. You should also absorb 700 souls from his decaying form for a bonus of +270. Proceed in the direction Jubei is facing after the battle.

TRAINING WITH OYU

Oyu may be standing in this area if you are most allied with her. Speak to her and agree to train her. When she is attacking, block her normal attacks and dodge her charged attacks. Do *not* allow her to hit Jubei.

When she is blocking, strike her shield until she falls, then wait until she gets back up. If you train successfully without getting hit, speak to her again to receive the **Senpumaru Tech.2**.

RUTHLESS MEN AND SHALLOW FISHING

If allied with either Ekei or Magoichi, Jubei finds the fighters arguing again near a pond area. After the scene, a school of Battooyako fish demons attack. Use Flame Arrows against them, or use the length of the Hyoujin-Yari to pierce them. Save your game at the Magic Mirror if possible. There are double doors at the north end of the pond, but first head east along the trail through the thicket to obtain the final Nobunaga figure.

Fight through Hyukan demon lanterns and a pole-swinging Gozaresu to reach a blue seal. You may get Ekei's help here, if you're heavily allied with him. If he appears, speak to him after all the enemies are gone for a **Medicine**. Equip the Buraitou and break the seal to get the **Nobunaga's Dignity** statue.

KOTARO'S PIGEON

If you are heavily allied with Kotaro, you'll find him standing in the same area as the Nobunaga's Dignity statue. Speak to him about his missing carrier pigeon, then proceed to the area with the running stream. At the south end is an Oowashya, snacking on the poor bird! Defeat the monster to make it drop the **Tube for Pigeon Leg**. Return to Kotaro and offer this item to him as a Gift. He gives Jubei the **Senpumaru Tech.2** in return.

TREACHEROUS RAPIDS

The area south is a lake area with a black box only a sub-character can open. There are Mermen here to fight if you desire, plus Magoichi may appear to help if you're extremely friendly with him. After clearing the area, speak to Magoichi for a **Medicine**. This area is basically for a sub-character's use, so you can avoid it altogether if desired. However, there is one interesting item to note: If you see a fish swimming in the shallow south end of the stream, try to stab it! If you can successfully impale it, you will obtain the **River Fish** item for trading.

COVER MAGOICHI!

When you enter the pond area with all three statuettes, it's possible that Jubei will encounter Magoichi. He's found a big cannon and asks Jubei to keep enemies from hitting him or threatening him while he tries to fire it. Keep all Battooyako enemies from Magoichi while he prepares the cannon.

If he says anything in warning to Jubei, then the time required to prepare the cannon is set back a bit. When the gunman eventually gets time to fire the device, he will destroy the Battooyako hive. This enables Jubei to get a **Power Jewel** and **Magic Jewel**! Also, if Magoichi didn't take any damage throughout the event, speak to him again to receive the **Senpumaru Tech.2**.

NOBUNAGA'S RIDDLE

Return to the marsh area with all three statues and tread through the waters to the double doors. Upon entering, move west along the outer wall of the structure to find a trick treasure box in a tiny alcove.

After opening the trick treasure box, move inside the building to solve the Nobunaga statue puzzle.

TRICK TREASURE BOX
FOG VALLEY

It takes two moves to open the trick treasure box in the tight alcove west of the spike trap room. You receive the **Senpumaru Secret** for doing so.

Use the left arrow on the bottom row.

Use the middle arrow on the right side.

NOBUNAGA STATUE PUZZLE

Inside the room between the spiked walls, pull the lever next to the fuzzy monitor to display an image of three Nobunaga statuettes in some random combination. You must place the statuettes in this exact order; if not, a trap will spring. Before you pull the lever, get a scratch piece of paper and jot down the order of the statues. Make quick notes about how they appear from left to right so you can place them correctly.

Insert the three Nobunaga statuettes in the exact spots as shown on the monitor. If placed incorrectly, the walls will close inward a short distance. The puzzle is then reset, and a new solution is displayed the next time the lever is pulled. Do it right the first time and the doorway opens. You have four chances to get the order of statues right, but the walls will close in a little more each time until Jubei is finally crushed to a pulp.

CRYPT OF THE DEMON SEDUCTRESS

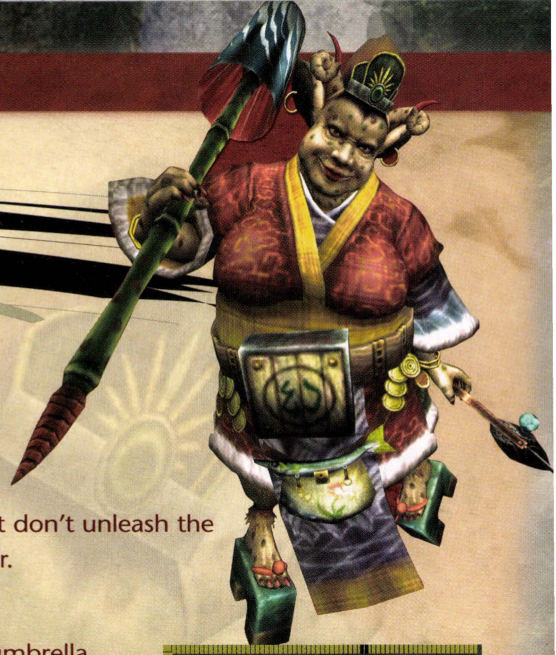
If you're on good terms with Magoichi, he will help you fight the Gozaresu and Jaido Archers that attack from the top of the stone ramp. If Ekei, Kotaro or Oyu is your soul mate, they will help you fight Oowashya and a Barawashya. Make sure you thank your helper by trading an item.

Clear one side of the room while your partner handles the other.

Gerohones are tough, so a few Ice or Lightning attacks are required.

Head through the next section and attack the Gerohone with Lightning magic before it releases poisonous spores. Use Wind magic to attack the wall creature and the materializing Bajaido. Enter the alcove and grab **Jujudormah's Diary** off the table near the Magic Mirror. Make sure you save, because a very tough battle is upcoming. Equip the Hyoujin-Yari and enter the double doors.

JUJUDORMAH



RECOMMENDED LEVELS

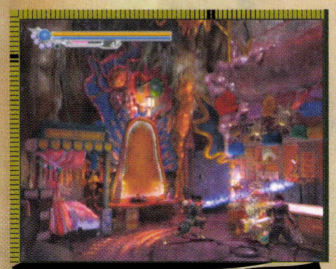
Buraitou	2
Hyoujin-Yari	2
Senpumaru	2

Jujudormah can even deflect magic with her parasol!

When the battle begins, Jujudormah turns to run away. Use an ice attack to damage her, but don't unleash the big guns just yet. Conserve your magic for later.

The evil demon lady fires projectiles from her umbrella when Jubei is at a distance, so be prepared to press L1. When she's shooting, run around the island in the center of the room and try to attack her. If she raises her umbrella in defense, slide to either side of her to get another slash in. Jujudormah also has an attack in which she overextends the length of her umbrella to stab Jubei. It can't be blocked, but if you attack her constantly then she rarely uses it. The best way to avoid all her counterattacks is to constantly slide around her while at close range and attacking.

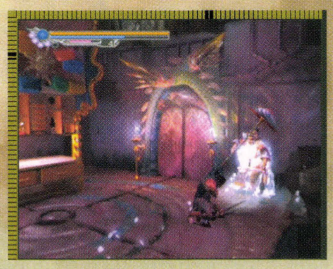
You'll spend most of this fight with your finger on the L1 button.

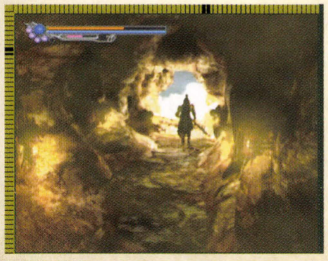


The help of an ally is nearly essential. Double-team Jujudormah from two sides so that one person can effectively attack.

When cornered, Jujudormah can teleport out of Jubei's range. She must release life or magic power to do so, so absorb it. After losing about 75% of your life bar, an ally will appear to help. While they cause Jujudormah to defend from one angle, try to attack from the other. However, getting double-teamed causes Jujudormah to go berserk. When this occurs, she runs around the room waving her parasol to strike down both characters. You can block it by pressing L1, and as she runs past you can easily hit her backside with magic.

Ice and Wind spells work nicely, but Jujudormah can block Lightning attacks with her umbrella. After defeating her, Jubei obtains the **Honesty Orb**. Inject the 600 souls she releases for a +120 bonus, and bid your partner adieu.



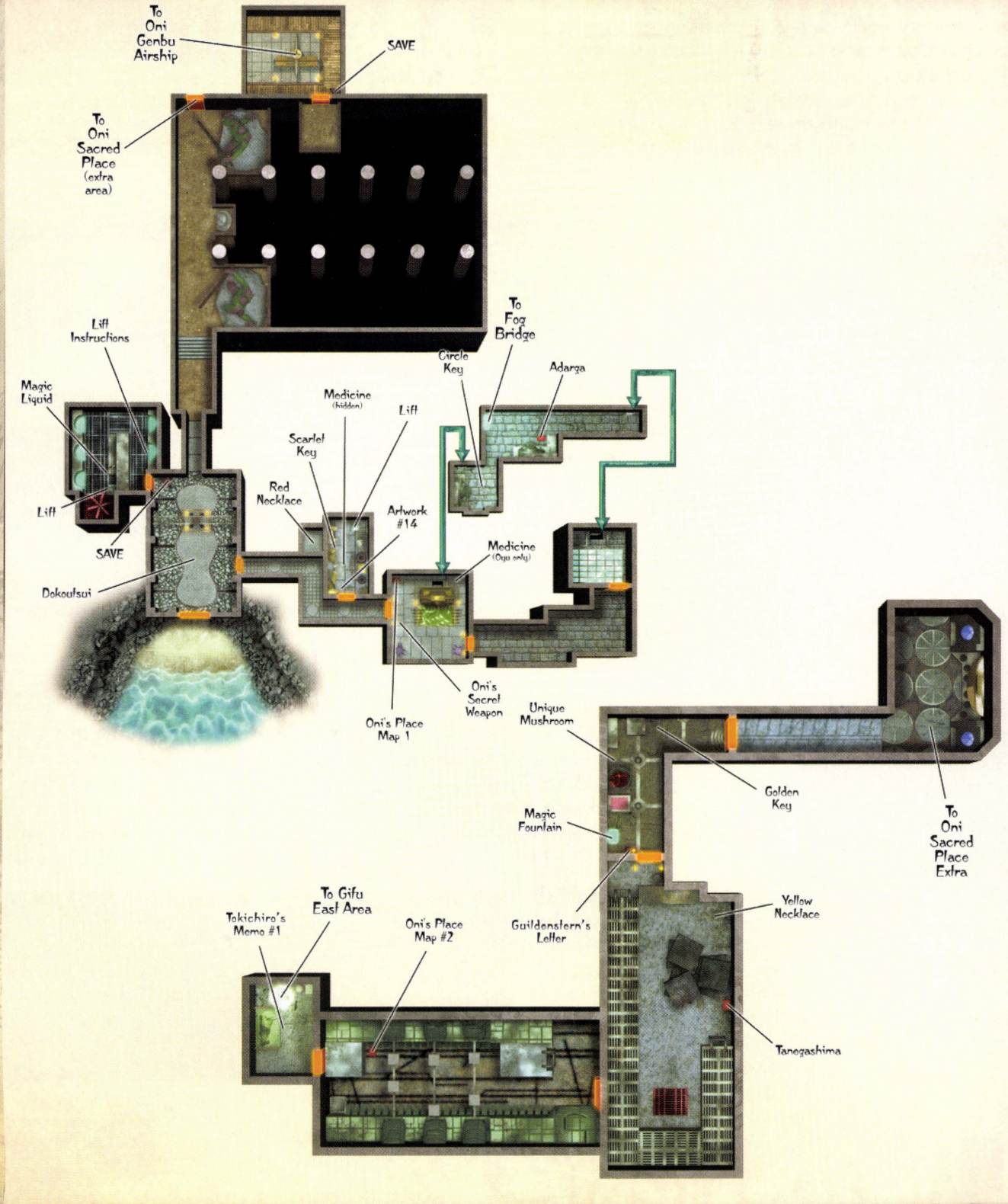


JUJUDORMAH'S REVENGE

Use the lever that the dying Jujudormah revealed to open a secret cavern. Don't step too far into the passage, and collect the **Herb** from the red box on the left. Moving onward triggers a poisonous gas trap. Quickly run through the cave until Jubei appears outside on a ledge. Forced to jump, he dives into the blue waters and swims into a cave.

Open the red box to get the **Oni's Sacred Place** scroll, and use the Magic Mirror to save. After a truly amazing cut-scene, Jubei heads straight into another tough battle. Examine the golden waverider at the south end to make Jubei depart on a perilous journey across the sea.

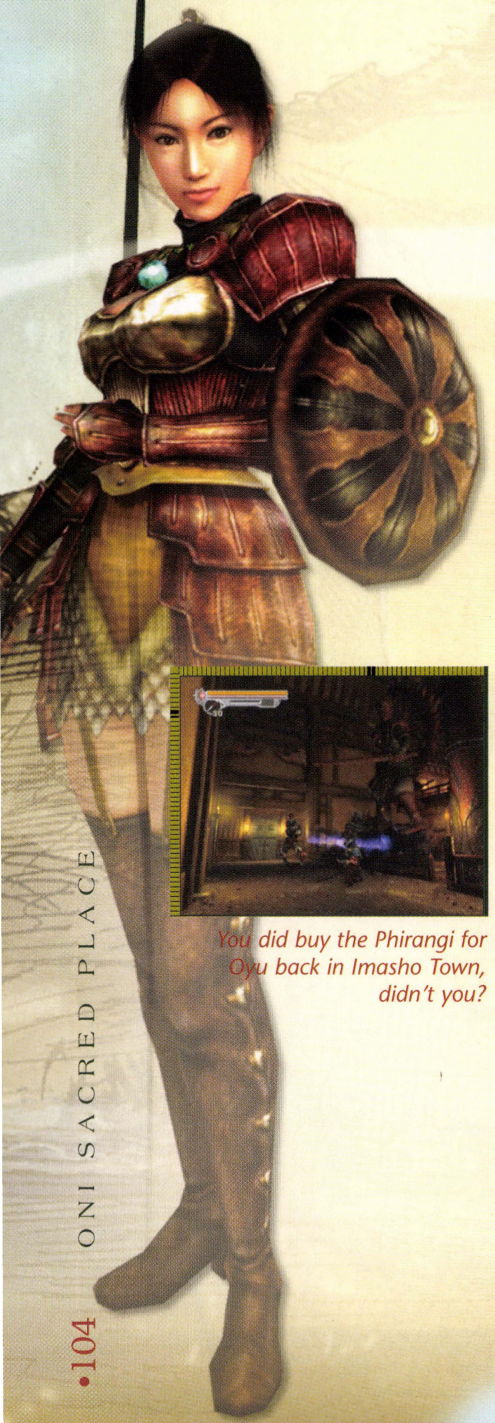
ONI SACRED PLACE



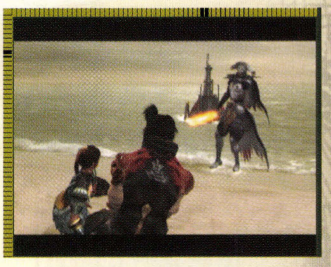
BEACH PARTY, DEMON STYLE

Standing on the beach, Jubei encounters Gogandantess again. This time, you must attack the invincible opponent a bit harder before the battle ends. To end the battle, you must do one of the following: 1. Inflict a massive amount of damage to Gogandantess through magic or critical attacks; 2. Wait for Gogandantess to strike Jubei after you've attacked frequently for a full minute, non-stop. Use several Herbs to stay alive if needed; just don't stand there and try to block attacks. Inactivity causes Gogandantess to attack more powerfully and more frequently.

Keep moving and keep slashing. Gogandantess is merciless to a non-aggressive opponent.



Oyu comes to the rescue again. While Jubei is recuperating outside, Oyu enters the Oni Sacred Place and secures something to help Jubei defeat the Genma swordsman.



OYU'S MISSION

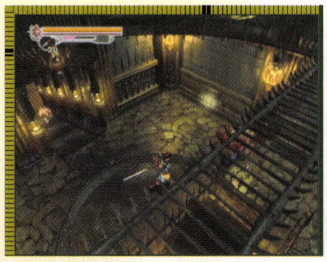
Inside the island fortress, Oyu encounters the spirit of the Dragon Goddess Takajo. The immortal spirit bestows the **Red Bracelet** upon Oyu so that she can collect demon souls. Examine the gate of the Earth Dragon shrine, then use the Magic Mirror in the northwest corner. If Oyu dies, you don't want to struggle with Gogandantess again! Both doors in the entry hall are locked and Oyu won't return to the beach just yet, so head north down the ramp through the dirt pit.

You did buy the Phirangi for Oyu back in Imasho Town, didn't you?

UNLOCK THE GRAND HALL DOORS

As you head past the statue with the hollow, two Gozaresu leap out of hiding. The best way to dispose of these pole swinging giants is to back away a few steps and triple-charge the Phirangi weapon. After doing so, unleash the full combo on one of the enemies. Equipped with the Phirangi, Oyu should take out the monster clean! Pick up the **Key Plate** from the red box at the north end and return to the grand hall.

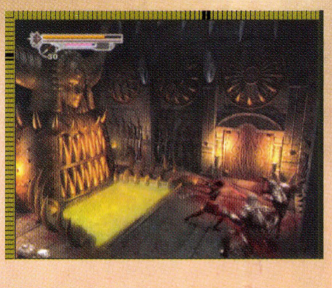
Kill all the Musaido in the dirt pit and grand hall, then use the Key Plate on the Earth Dragon Shrine. This unlocks the two doors in the main hall. There is nothing for Oyu to do beyond the west door, so skip it and head east.

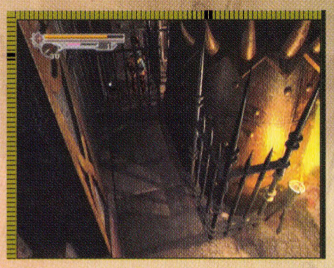


Defend against the Bazu until they stop rolling, then smash them to the ground!

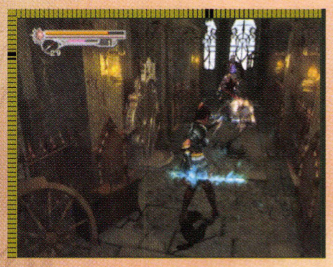
OYU TACTICS

Upon reaching the sulfuric acid pond room, Oyu encounters the swift and deadly Oda Bodyguards. Her double-charged uppercut is quite effective, so back away from the pack, charge up and attack over and over.





When the coast is clear, open the red box for the **Oni's Place Map #1** and get the **Oni's Secret Weapon** scroll, detailing the super weapon of the Oni clan. Move along the east wall of the room behind the massive statue to find a **Medicine** gleaming in the corner, then proceed through the east exit.

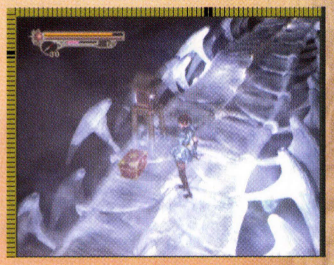


When Joda enemies stop popping out of the ground, triple-charge an attack to take on the Gaidorozu.

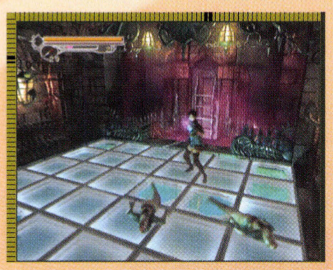
A few Joda ninjas will accompany a giant Gaidorozu on a quest to kill Oyu. Lure the Joda away from the skeletal creature by sliding backward to the entrance. The Gaidorozu won't advance on Oyu unless she gets too close to the corner of the passage.

THE FOG BRIDGE

Move down the slope and practice killing large enemies by triple-charging attacks. After you pass through several sections, Oyu reaches a Magic Mirror and a red box containing the **Gradius**. Immediately equip it, her most powerful weapon. Save your game, because the next part is extremely tricky. Enter the chamber at the bottom of the slope.

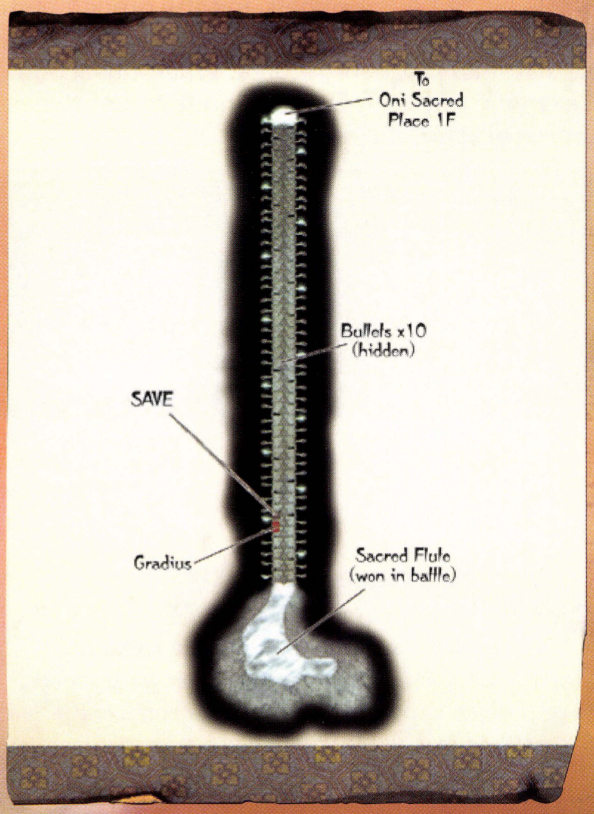


When Oyu gets trapped inside the next chamber, Battooyako sea demons will break through the glass floor tiles. Move around the room and block spit attacks until the barrier disappears, then climb down the ladder to the lower level.



You can speed up the removal of the barriers by slashing the mermen as they leap through the glass.

Although Bajaido will continuously materialize in the room, the Gerohone is Oyu's main focal point. Charge straight into the room right up to the Gerohone and use Oyu's magic. Slash at the wall-mounted demon continuously, and slide left and right away from Bajaido that try to attack Oyu from behind. When the area is safe, grab the **Adarga** shield from the red box and equip it. After slaying the wall demon, the entrance to the Fog Bridge is revealed. Enter if you dare...



LORDS OF THE ICE CHAMBER

Run around the left side of the room and behind the icicles. An Oowashya will drop from the ceiling. Triple-charge an attack as the creature turns to defeat it with one combo. Quickly inject its massive amount of souls, because an even larger Barawashya drops from the ceiling!

Enter the room running and move to a position behind the icicles very quickly to get the drop on the Oowashya.

If the Barawashya gets too close for comfort, throw daggers to knock it backwards.

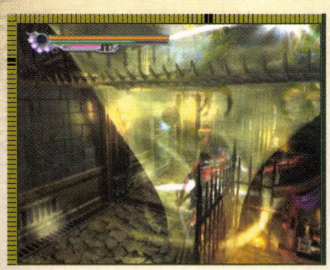
Triple-charge an attack, then slide forward and slash away. As the monster recovers from your assault, back away and prepare another triple-charged combo. Continue this hit-and-run strategy until Oyu is victorious. Upon slaying the demon, she finds the **Sacred Flute**. This item will help Jubei finally defeat Gogandantess!

PASSING THE FLUTE

As you return to the shore where Jubei awaits, you must fight more demons on the Fog Bridge and the eastern half of the Oni Sacred Place. Back at the beach, Oyu gives the Sacred Flute to Jubei, who has recovered from his losing battle. Also, Oyu's Red Bracelet enables the souls she has collected to be transferred to Jubei.

THE EARTHQUAKE HAMMER

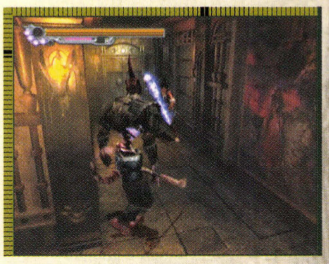
Now playing as Jubei, enter the Oni Sacred Place. The room is lined with Bajaido ground enemies, as well as Jaido Archers perched on the overhead catwalk. Upon entering, run to a position under the catwalk and use Wind magic to kill the snipers and the ground foes. Then equip the Buraitou and take out the Bajaido enemies that materialize in the area. When the action dies off, examine the Earth Dragon Shrine to get the **Dokoutsui** attack hammer.

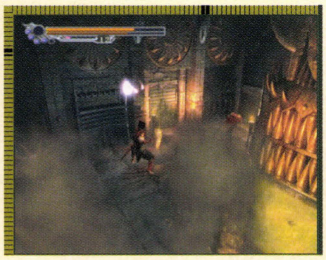


Although big and slow to wield, this is a great weapon for big and slow enemies!

SHAKE THE FOUNDATIONS

First, head east to the aquarium area. Jubei will naturally encounter much tougher enemies along the way. Use the Dokoutsui against tall enemies, like the Gaidorozu.





Earthquake magic attacks all foes at once, regardless of their location in the room!

Having a high allegiance with either Kotaro or Oyu, a scene will occur between them in the room with the sulfuric acid pond. Otherwise, use the magic attack of the Dokoutsui to alleviate problems caused by enemies in the room.

ANOTHER WEAK WEAPON

If possible, level up the Dokoutsui at the Magic Mirror immediately, even if other weapons are falling behind in power. Many of the enemies in the Oni Sacred Place require the crushing power of this hammer. Unlike other weapons, the Dokoutsui hammer requires 9000 souls to reach Level 2.

GENMA VERSION OF FOLIAGE

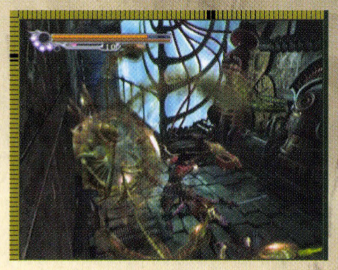
You can freeze the two plant-like demons in the lower corners of the room by using a manually-aimed Ice magic attack. You can then break them to release lots of yellow energy. Keep this in mind if Jubei is hurting for power at some later point.

EKEI'S WEAKNESS

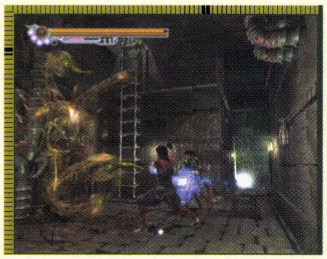
In the eastern corridor, Magoichi lends a hand with the Armored Swordsmen if you are extremely allied with him. However, if Ekei is your buddy, a scene will occur in which it seems that demons are not his biggest fear. After you defeat the Gozaresu together, promise Ekei that you won't tell anyone his secret. In return, he gives you the **Senpumaru Tech.2**.

THE CIRCLE KEY

Return to the Water Room area and descend the ladder to the lower level. Oyu lends a hand with the new Gerohone wall demon and Bajaido enemies, but only if you gave her armor and weapon items through the Gift exchange system. Use the Dokoutsui hammer to destroy the yellow Mozun seal blocking the north section of the room, and kill the Gerohone Demon tucked in the back corner as well.



Use Earthquake magic if Jubei and Oyu get surrounded.



The gleaming object on the floor is the **Circle Key**, one of two items required to move onward from the Oni Sacred Place. Speak to Oyu if she's here and she'll give you an **Herb**. Make sure you offer Oyu a pretty item for helping you!

Climb the ladder in this area for a shortcut back to the sulfuric acid room. Return to the grand hall.

OYU HESITATES TO SPEAK

In the corridor with the eerie mural paintings, you can witness a scene with Oyu if she's your best ally at this time. The scene, however, is cut short by demonic intruders. Help Oyu defeat the enemies to see the rest of it.

When Oyu leaves, Jubei is prevented from following her when an Oowashya breaks through the wall! Defeat the demon with magic or charged attacks, then search the alcove from which it emerged to find the **Red Necklace**. This armor piece doubles the number of red souls released by a defeated enemy, but yellow and blue energy are no longer discharged by foes.

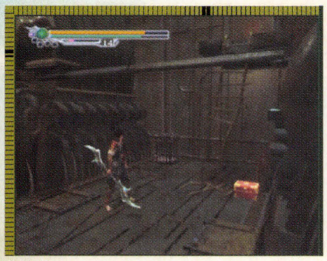
TOKICHIRO ENSNARES MAGOICHI

Returning to the grand hall, Jubei witnesses an essential scene between Tokichiro, Magoichi, and Ekei if he is allied with either of the two men. Maybe Magoichi isn't such a good buddy after all...

THE DEMON LIFT DEVICE

Return to the grand hall and enter the door next to the Magic Mirror. Eliminate the Zedan and Bajaido on the west side of the room divider, then pick up the **Lift Instructions** on the shelf near the door. At the end of the area is a lift that doesn't work, a fan-like device, and a **Magic Liquid** that enables you to regain a small amount of Magic energy.

After obtaining the items, stand under the fan and use a Wind attack to fire up the gizmo. Step onto the lift to go to B1F.

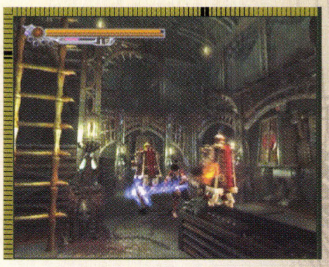


INDUSTRIOUS CREATURES

Open the red box near the lift to find **Oni's Place Map #2**. Head north and kill the alligator-like Bajaido creatures. Ignore the ladder for the moment and continue through the north door.

As you enter the robot factory, a Dorogando drops into place and begins working. If you encountered these mechanical drones during your last trip to the Gold Mines, then you already know they are incredibly difficult to defeat. Using the Dokoutsui hammer, though, makes things much easier! Just slide away, charge up an attack, slide forward, and pound away.

The Dorogando that's working won't attack Jubei until it's damaged. However, there is another Dorogando in a small alcove at the rear that will react to Jubei's presence. Eliminate the robot in the alcove first, then sneak up behind the other one. Remember that Dorogando creatures explode upon death, thus causing major damage if Jubei is in the vicinity.



With the area clear, move to the Trick Treasure Box at the foot of the ladder. Solve it, then climb the ladder and navigate around the upper balcony to the western exit.

TRICK TREASURE BOX
ROBOT FACTORY

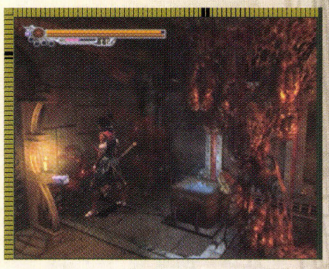
It takes three moves to open the Trick Treasure Box at the foot of the ladder in the Dorogando shop. The tiles on this puzzle revolve to the opposite end of the line, rather than slide. You receive the **Tanegashima + 10 Bullets** for solving it.

EKEI FINDS A HIDDEN ROOM

If Jubei is extremely friendly with Ekei, you won't encounter any robots. Instead, move into the small eastern alcove to find Ekei banging on the door. A smug Magoichi opens it for him. Inside you can obtain the **Yellow Necklace**. This item enables Jubei to draw life magic from demons when he is extremely close to them. To do so, simply press R1 + ○. This works best after momentarily knocking down the demon.

THE RETURN OF GUILDENSTERN?

Recharge your Magic Meter from the Magic Fountain, and grab the **Guildenstern's Letter** placed next to it. Will the annoying inventor of the demon clan make a second appearance in the saga? Not this time.

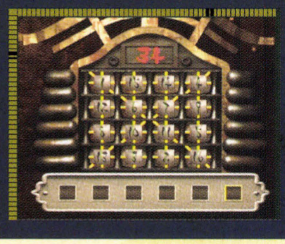


Further back in the room is another tile-placement adding puzzle. Strike the steam pipe beside it and slide away before it explodes. After the blast, search the area behind the steam pipe for a hidden **Unique Mushroom**. Solve the puzzle to get the **Golden Key** (see solution below). Search the magically-sealed northern doors and make note of the missing eye.

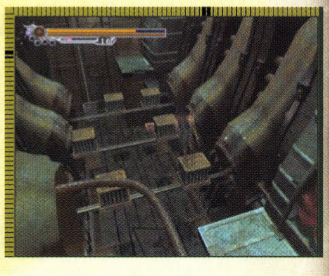
LINE TOTAL PUZZLE
ONI SACRED PLACE LABORATORY

Place the numbered blocks into the puzzle so that each line adds up to 34, whether it's across, down, or diagonal. You receive the **Golden Key** for doing so. Place the blocks like this:

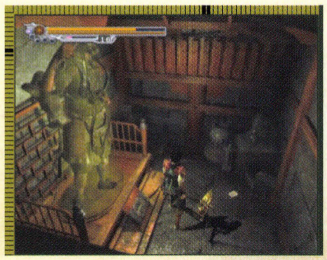
1	15	14	4
12	6	7	9
8	10	11	5
13	3	2	16

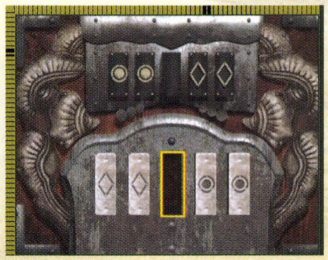


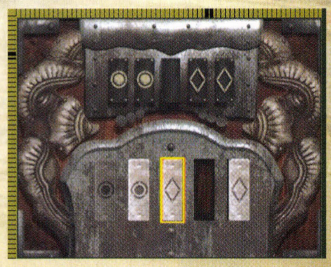
THE LIGHT PATH



Return to the parcel transport room with the Golden Key and the Circle Key in your possession. Slay the Bajaido lizardmen and Dorogando robots, then climb the ladder on the west wall. Use the Golden Key to make the crates stop moving. Dash across the crates and use the Circle Key to open the south door.

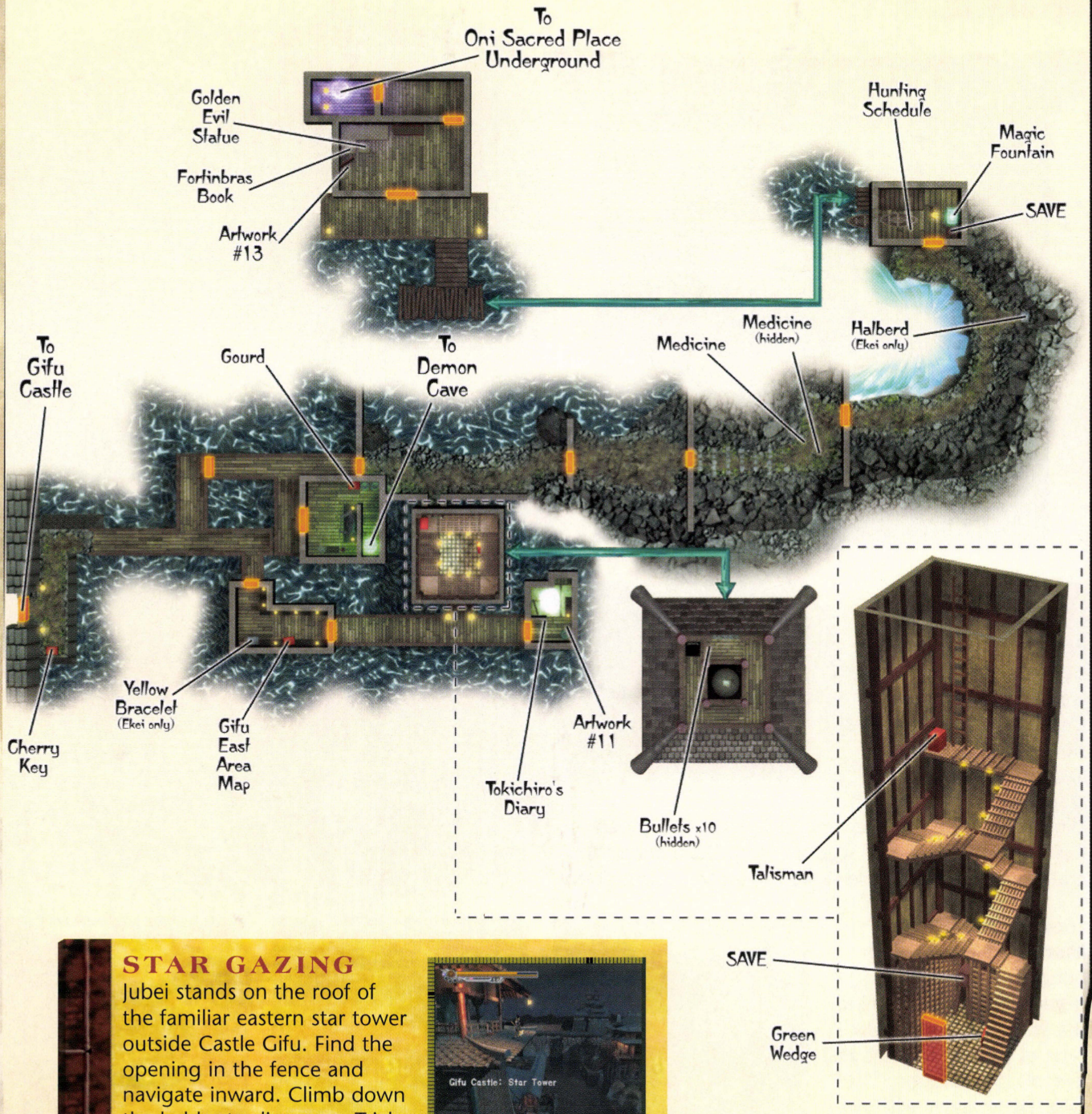






Look for **Tokichiro's Memo #1** on the floor beneath the glowing green idol. Then examine the statue to find a new type of puzzle that has no describable solution. The two tiles marked with circles on the right need to be switched out with the diamond-marked tiles on the left. You have one open spot in the center. You can move the two tiles on either side of the open spot, so don't allow the open spot to get moved too far to the left or right. Keep switching out tiles until they match the diagram above them to open the Light Path. Step into the Light Path to teleport out of the Oni Sacred Place.

CASTLE GIFU EAST AREA



STAR GAZING

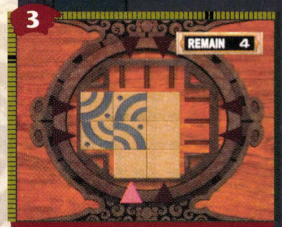
Jubei stands on the roof of the familiar eastern star tower outside Castle Gifu. Find the opening in the fence and navigate inward. Climb down the ladder to discover a Trick Treasure Box.

TRICK TREASURE BOX
EAST AREA STAR TOWER

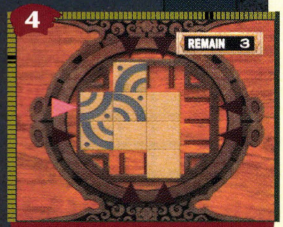
This Trick Treasure Box exhibits a sudden leap in the difficulty level of puzzles, requiring six moves to solve. You receive the **Talisman** for solving the puzzle.

Use the right arrow on the top row.

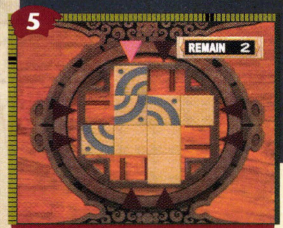
Use the bottom arrow on the right side.



Use the left arrow on the bottom row.



Use the top arrow on the left side.



Use the left arrow on the top row.

Use the bottom arrow on the left side.

TALISMAN

This small wooden idol is a magical item that will die instead of Jubei. So, the next time Jubei's life runs out, this item will revive him with full health! Note, however, that you only get one in the entire game!

ARROW DODGING

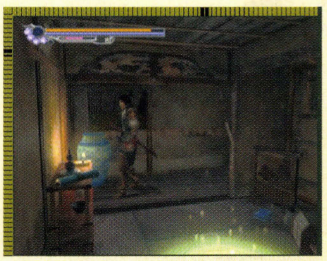
Descending the ramps, you must carefully take out three Jaido Archers. At the bottom of the tower, expect to fight some ninjas. Open the red box to get the **Green Wedge**. Use the Magic Mirror to level up and save.

EKEI DOES A FAVOR FOR JUBEI

If you're strongly allied with Ekei, there won't be any enemies here. The bottom door will be locked and Ekei arrives just in time to chuckle at Jubei's misfortune. Still, the jolly monk agrees to find the key that will free Jubei from the star tower. But at what price? Turn to Ekei's section in the "Side Quests" chapter for more details.

OMINOUS PORTAL

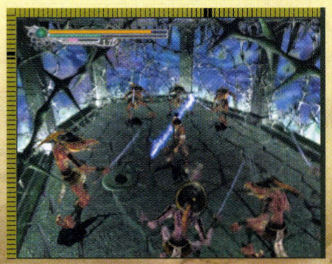
If Jubei isn't allied with Ekei, you can proceed through the bottom door. Equip the Buraitou and head east from the tower. Use the lightning sword to destroy the Mozun seal covering the door.

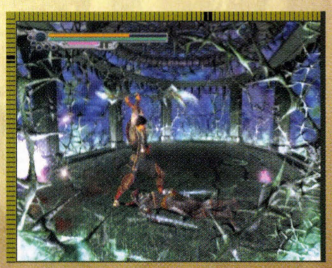


Inside the quaint tea-room, get **Artwork #11** from the shelf to the left and pick up **Tokichiro's Diary** on the floor nearby. With the Green Wedge in your possession, find the green circle of light glimmering on the floor. Step onto the glowing spot and use the Green Wedge to open a gateway into the Phantom Realm.

GREEN PHANTOM REALM

This is the entrance to the Green Phantom Realm, a multi-leveled arena in which only the cunning and strategic can survive an onslaught of demons. The goal in each level is to kill all of the enemies. The level's exit doesn't appear until you defeat all of the demons, including additional foes that appear in the arena after you defeat the initial set. Two light paths will appear, one of which takes you to the next level of the arena while the other one returns you to the Gifu East Area. If you leave the arena and re-enter, you must start over at Level 1. There are important and helpful items to gain in a few of the levels.





GREEN PHANTOM REALM ARENA

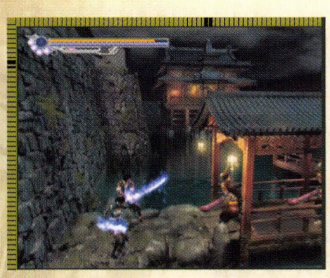
LEVEL	ENEMIES	NOTES/ITEMS
1	Jaido	
2	Musaido, Joda	
3	Gaidorozu	Try the Dokoutsui!
4	Jaido, Archers	Kill the Archers first; try Wind attacks!
5	Gyaran, Joda	
6	Bajaido	Use Wind attacks against large crowds!
7	Gyaran, Bazu	Ice Spear time!
8	Oowashya, Bazu	Medicine
9	Gaidorozu, Black Musaido	Switch between Dokoutsui and Buraitou!
10	Raigozaresu, Gaidorozu	Perfect Medicine, Purple Necklace

BENEFITS OF THE PURPLE NECKLACE

When worn, the Purple Necklace greatly reduces the amount of Magic energy required to execute a magic attack with any weapon. Do *not* engage in any boss fight hereafter without equipping this item!

RETURN TO REALITY

After defeating the Green Phantom Realm, return to the tearoom and head west past the tower. In the ornate little corner passage, open the red box to find the **Gifu East Area Map**.



Don't return to the keep without the Cherry Key!

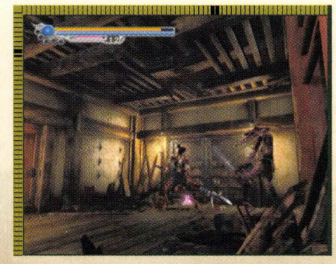
Chop a path through the enemies and move toward the southwest door. Kotaro or Ekei might help you here, if one of them is a close ally. Open the red box near the door to get the **Cherry Key**, then re-enter the Keep area.

JOIN THE GUN TEAM

On extremely good terms with Magoichi? If so, you'll find him here fighting Battooyako—and he needs your help! He gives Jubei the **Tri-Barrel Gun + 10 Burst Bullets**. Help him kill all the Battooyako, and remember to trade an item with him in appreciation.

A REINFORCED CASTLE

Bazu and Oowashya line the castle courtyard, but don't let them stop you. Enter the keep and fight through Oda Bodyguards in the entry hall. Continue one more room to the north to face a Baigozaresu supported by Bajaido enemies, then use the Cherry Key to unlock the eastern door.



KOTARO USES THE FUMA BOMBS

If you have a high alliance with Kotaro, he will appear in the entry hall and use his special Fuma bombs to help you defeat enemies. If Jubei gets caught in a bomb's blast, he will also take damage.

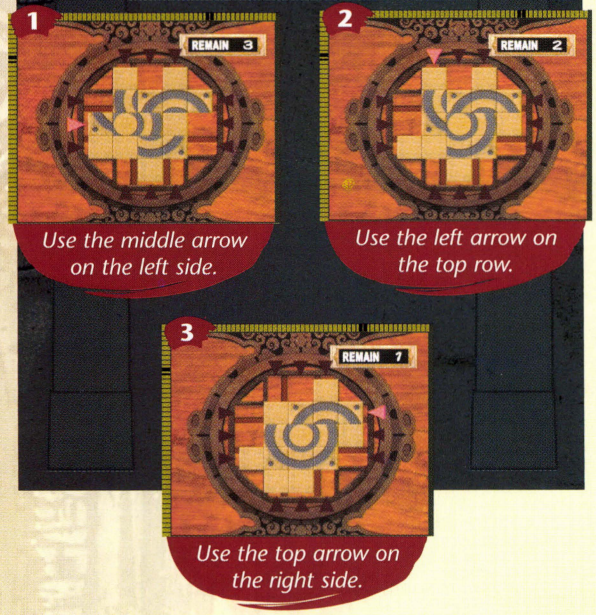
If you can defeat the enemy set of Purple Jaido in this hallway without taking damage, then Kotaro will give Jubei the **Dokoutsui Tech.2**. Kotaro makes things difficult, though, by tossing bombs right at Jubei. Stay on the move and try to enter the invincible Onimusha mode if possible!

ROYAL BEDROOM

Ignore the black box near the entrance and go around the corner. The red box contains the essential **Crescent Key**. In addition, pick up the **Artwork #12** and the **Human as Food** book. A Trick Treasure Box awaits in the corner, and it's quite a bit easier to open than the previous one.

TRICK TREASURE BOX
GIFU CASTLE 1F BEDROOM

It takes three moves to solve this Trick Treasure Box. You receive a **Magic Jewel** for doing so.



TRICK TREASURE BOX
GIFU CASTLE 2F

It takes six moves to solve this Trick Treasure Box. You receive the **Dokoutsui Secret** in return.

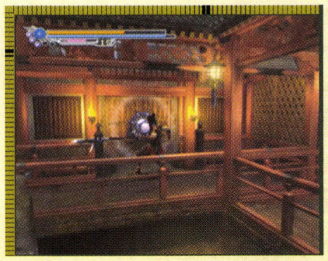
THE FINAL SECRET TECHNIQUE!

Remember this seal? Well, now you can bash it!

Return to the coal room on the second floor of the keep and use the Dokoutsui to smash the Mozun demon lock on the north door. In the dimly lit room, the stairs to the level above are destroyed but Jubei can still get some great items here. Open the red box for a **Medicine** and open the Trick Treasure Box for an even greater reward.

SIDETRACK TO THE DEMON CAVE

Return to the eastern Lake Area with the Crescent Key. Cross the first bridge, move to the north door on the water's edge, then use the Crescent Key to unlock it.

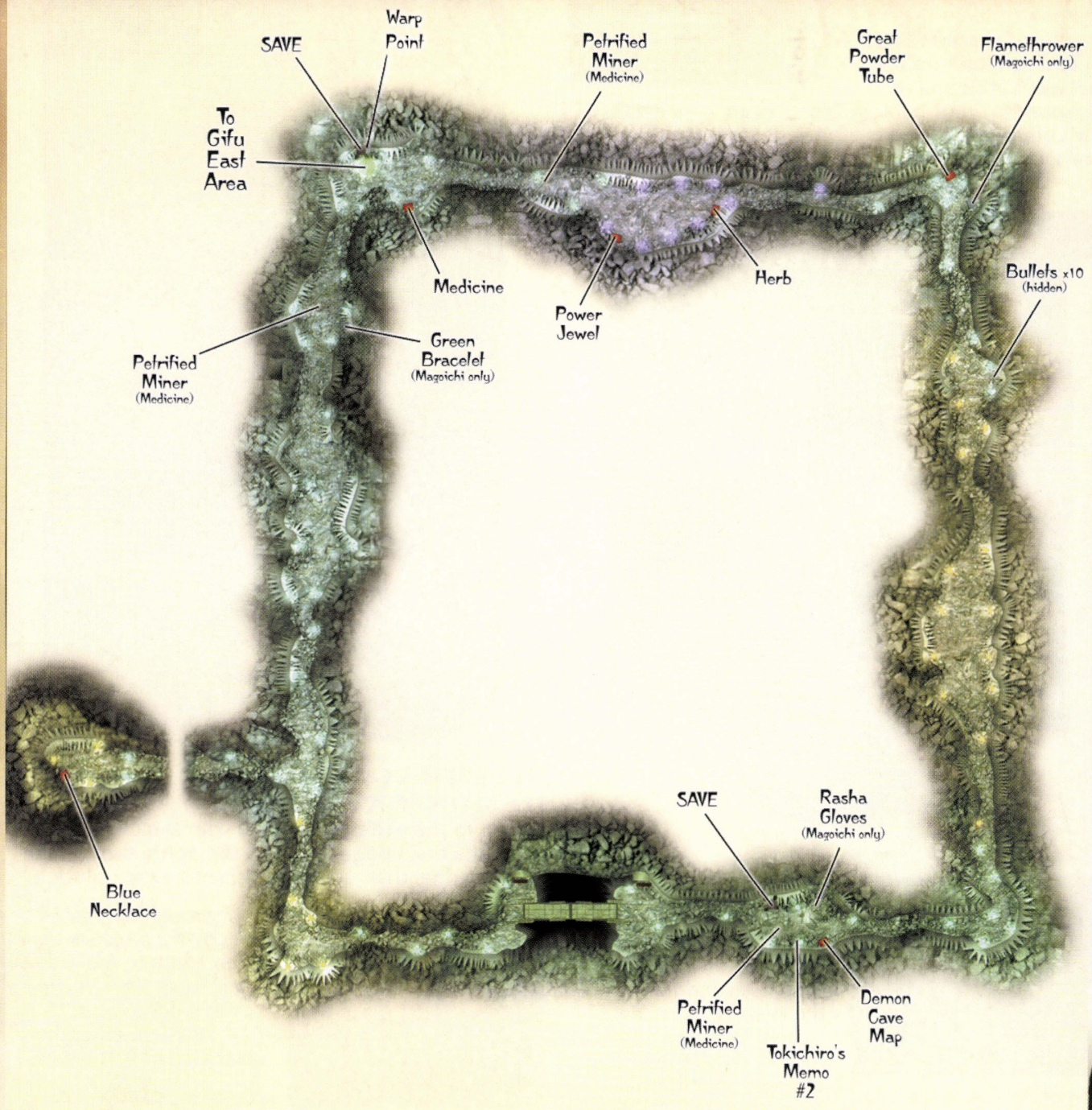


While the Mozun seal is evaporating, hold L1 to defend against spit attacks!

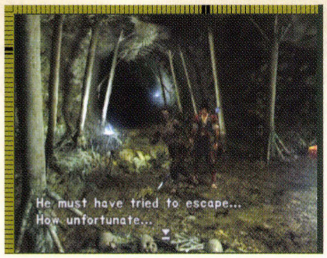
Run through the hail of Battooyako projectiles and divert south to the locked door. Equip the Hyoujin-Yari and destroy the Mozun seal to enter the small God of East shrine.

Locate the narrow back corridor of the shrine and take the **Gourd** from the red box. A Light Path is open at the end of the alcove. Search the portal to transport to the caves area.

DEMON CAVE


SAVE
Warp Point
Petrified Miner (Medicine)
Great Powder Tube
Flamethrower (Magoichi only)
To Gifu East Area
Medicine
Herb
Power Jewel
Bullets x10 (hidden)
Petrified Miner (Medicine)
Green Bracelet (Magoichi only)
Blue Necklace
SAVE
Rasha Gloves (Magoichi only)
Petrified Miner (Medicine)
Tokichiro's Memo #2
Demon Cave Map

FROZEN IN STONE



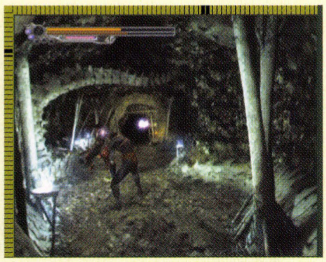
A petrified man stands near the entrance, a warning of demon mischief afoot. Open the red box to find a **Medicine**, and save your game at the Magic Mirror. The eastern cave is blocked by another stone figure, so explore the eastern route. There are several more petrified miners in the next cave. Continue into the next dark passage to find some aid for these unfortunate individuals.

MAGOICHI WORKS TO HELP JUBEI

If Jubei has formed a decent alliance with Magoichi, the gunman will now become playable for a short time. Turn to Magoichi's section in the "Side Quests" chapter for details on the goals and specifics of his adventure.

SHAKING THE ROCKY DEPTHS

The Dokoutsui hammer increases your odds of defeating the dangerous combination of Baigozoresu and Derahyukan that infest the first cavern. Ekei may show up to render assistance if he is your ally.



Equip a swift weapon, such as the Senpumaru, to defeat the incredibly resilient Giramusaidos and Gyarans.

KOTARO FINDS A HIDDEN DOOR

If you're highly allied with Kotaro, then you'll see a battle between he and Oyu in the next section of cave. She will escape into a side chamber, but Kotaro finds the switch to open the wall. Inside, you can trade items with Kotaro and obtain the **Blue Necklace**. When equipped, this necklace enables you to absorb souls instantaneously, and it even prevents Gyarans from stealing them.

The Buraitou's magic attacks should be enough to kill the wall-mounted monster as long as the Purple Necklace is equipped.

DRAWBRIDGE GUARDIANS

Continue south through the twisting passage and use Hyoujin-Yari to defeat Bajaido and Zedan enemies. The next chamber is divided by a chasm and the drawbridge is raised. A brownish colored Gerogone demon prevents Jubei from reaching the drawbridge switch. Eliminate this creature first, but prepare to fight some Bajaido creatures attacking from behind.

After lowering the drawbridge, cross into the chamber with the Magic Mirror. Another petrified soul crouches in eternal horror and **Tokichiro's Memo #2** explains why.

KOTARO TELLS HOW TO AVOID TRAPS

If the next corner passage doesn't contain Derahyukan and Baigozoresu enemies, it's because Jubei is heavily allied with Kotaro. If so, the ninja will warn Jubei of hidden demon traps just under the ground's surface. Before accepting Kotaro's offer, return to the Magic Mirror and save your game.

Once you agree, Kotaro will walk a fine path between the trap locations. You must move along the exact same path. Tap the D-pad buttons lightly to move in small increments, rather than charging across the area too fast. If you hit a demon trap, Jubei will take damage and may get knocked into another demon trap.

If you can navigate between the demon traps without setting any of them off, speak to Kotaro afterward to receive the **Dokoutsui Tech.2**. If you fail, restart from your last save game and try again. Remember that Kotaro walks a different path each time!

Now Jubei knows how to return stone to flesh. Open the red box for the **Demon Cave Map**.

DEVASTATING MACHINES

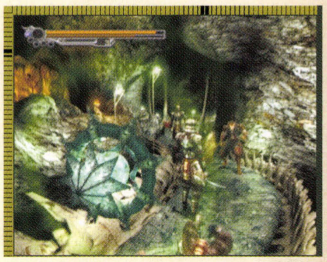
More demon machinery explodes as Oowashya and Barawashya enemies swing their mighty axes, causing massive destruction everywhere. Stay clear of the devices as you confront the giants, using Dokoutsui magic and charged attacks.

Jubei can now release the petrified men from their agony.

PETRIFACTION REMEDY

Wind magic helps to subjugate the tricky combination of Zedan and Bajaido Archers in the next passage. At the northeast corner of the cave, open the red box to find the **Great Powder Tube**.

As you approach the Green Mozun to the north, Oda Bodyguards materialize all around Jubei! Use charged attacks to survive. Equip the Senpumaru and break the greenish colored Mozun.



SAVIOR OF THE STONE MEN

In the final chamber of the circular cave, open the first red box for an **Herb** and solve the Trick Treasure Box at the other end. Use the Great Powder to de-petrify the man near the exit. The appreciative miner hands over a **Secret Medicine** in return.

In the cave with the two petrified men, use the Great Powder on the left one to get a **Medicine**. You can receive another **Medicine** by restoring the man petrified near the southern Magic Mirror, if you have the time and the courage to return there. Afterward, return to the Light Path and revisit the East Area of Lake Gifu.

TRICK TREASURE BOX
DEMON CAVE

It takes five moves to open the difficult Trick Treasure Box in the Demon Cave. You receive a **Power Jewel** for your effort.

Use the left arrow on the bottom row.

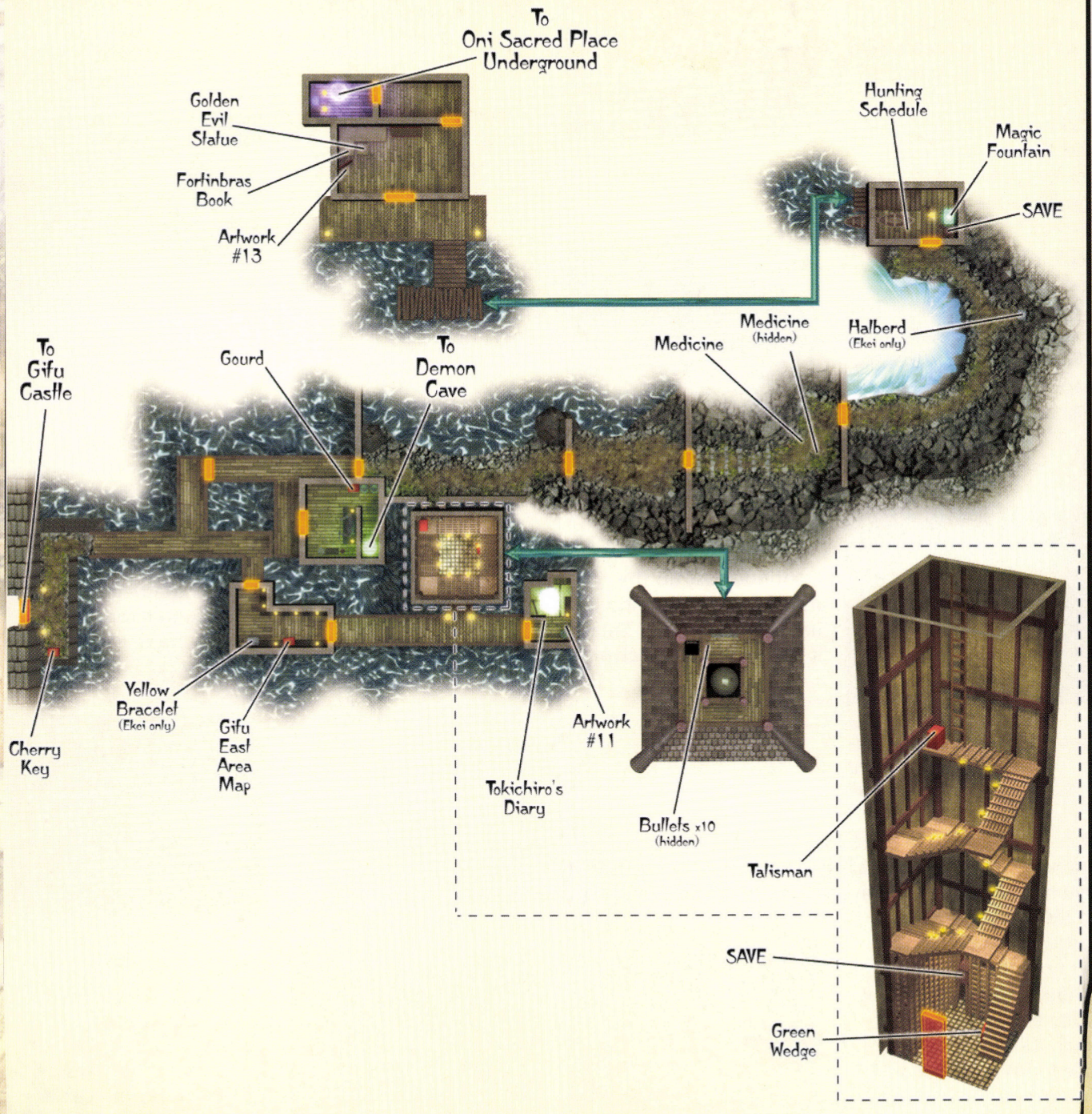
Use the bottom arrow on the left side.

Use the right arrow on the bottom row.

Use the bottom arrow on the right side.

Use the left arrow on the top row.

EAST LAKE AREA (CONTINUED)



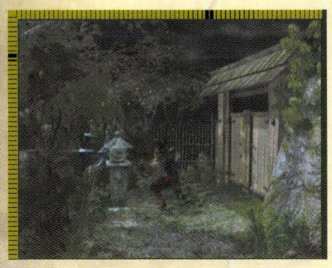
MOUNTAIN ASCENT

Returning from the Demon Cave, exit the God of East shrine. Avoid the giant Gaidorozu on the water platform and continue through the east door.

If properly allied, Jubei encounters Magoichi in a shallow beach area behind the tower. Use a gun to blast away the Battooyako to continue the scene. If Kotaro is your ally, you'll find him fighting Musaido and Giramusaido ninja demons, plus a Baby wall demon. Whoever appears, eliminate the enemies and proceed east.

Triple-charge a weapon and dispose of the Gaidorozu skull knight first, then slay all the swift, black Giramusaido assassins that leap over the walls before injecting any souls.

A soul gauntlet located here provides a healthy bonus to your red line. If your injection gets interrupted, then the souls will drift off.



Continue east up the mountain path to find an unlit stone lantern. Smash it to reveal a **Medicine**.

*There's another **Medicine** hidden in this area. It's available only if you have the right necklace equipped!*

DANGERS OF THE FALLS

Upon reaching the waterfall area, Jubei may have to help Oyu survive. Equip the gun and blast the snipers situated on the other side of the gorge. Try to accomplish this from the entrance, although you can't see any of the enemies yet. Then equip the Dokoutsui and slide forward to take out the Baigozaresu demon.

Jubei now has a weapon suitable for every enemy.

LAKE CROSSING

Inside the boathouse, refill Jubei's Magic Meter from the Magic Fountain and use the Magic Mirror to level up and save. Find the **Hunting Schedule** in the southwest corner of the room. Descend the stairs to the dock, and use the boat to cross the lake.

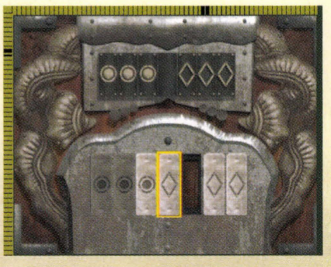
Reaching the lake residence, try to bait the Bajaido lizardmen to chase Jubei downstairs, where he can avoid being surrounded. After eliminating all the enemies in this fashion, equip the Hyoujin-Yari and attack the Gerohone blocking the door.

Jubei is at a distinct disadvantage when trying to fight enemies on the stairs.

DEMON HOSPITALITY

Inside the Lakehouse, two Raigozaresu creatures stand guard, the toughest yet of the Gozaresu demon family! Use the highly-charged Dokoutsui and Earthquake attacks to defeat them and remove the magic seals from the doors. On the floor is **Artwork #13**, while the **Fortinbras Book** rests on the desk next to it. The book details the rise of Nobunaga in the demon clan. The book on the table near the drafting board is the **Golden Evil Statue** book, wherein the machinations of the demons are finally revealed.

In the next room, two petrified men block the door. Release them from agony using the Great Powder, then speak to the man on the left twice to receive a **Secret Medicine**. Enter the shrine of the blue idol.

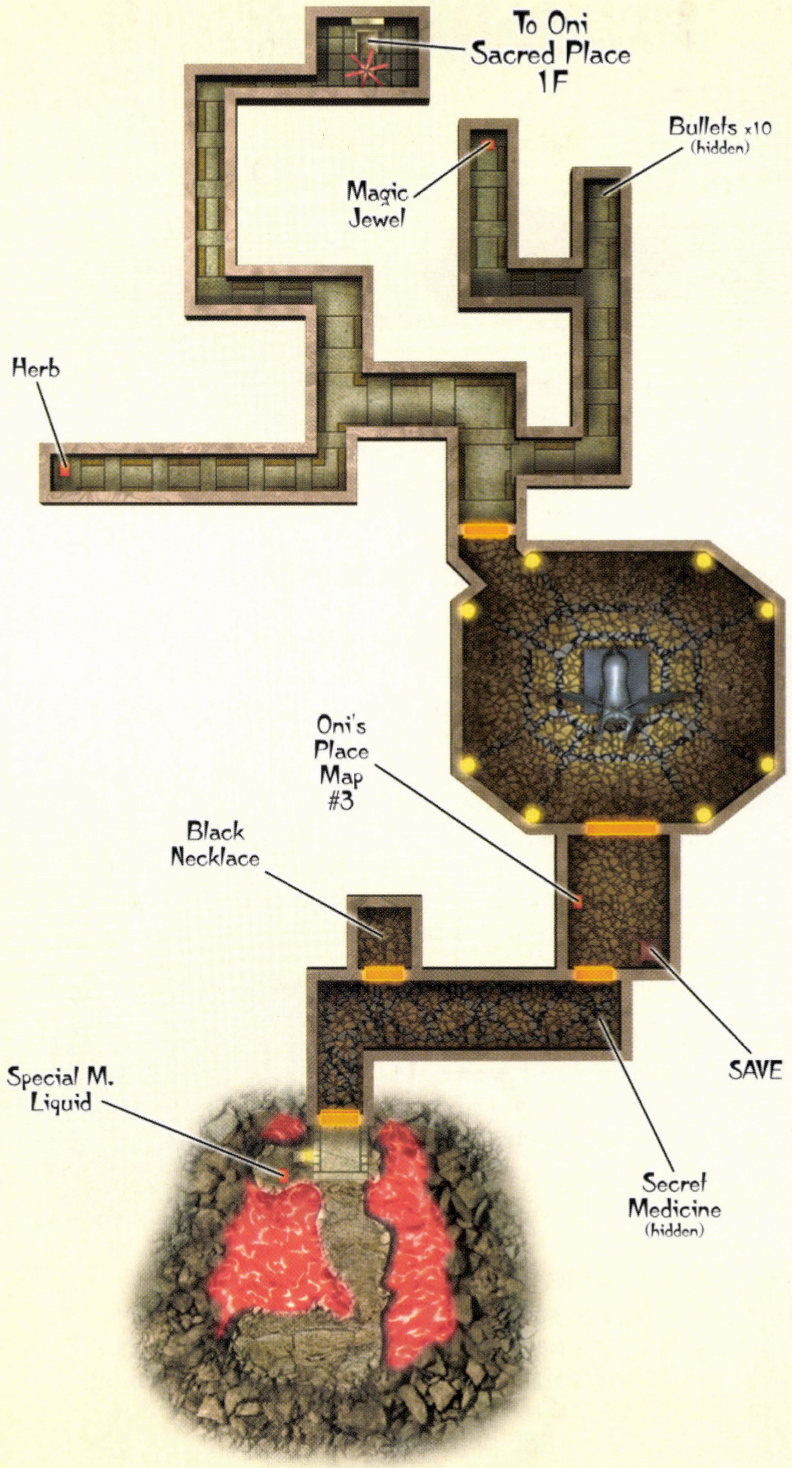


Remember that you can only move the two tiles on either side of the space, so don't let the open space fall too far to the left or right.

THE BLUE LIGHT PATH

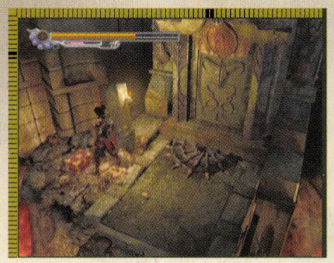
Again, Jubei must rearrange six tiles so that the diamond tiles are on the right, and the circle tiles get moved to the left. After revealing the Light Path, examine it to transport to another area.

ONI SACRED PLACE UNDERGROUND



BOWELS OF THE BEAST

Run across the boiling blood pond and open the red box to the left of the doors for a **Special M. Liquid**. Continue into the corridor. After a fight with some Gaidorozu, another Zedan enemy appears. With the possible help of Kotaro or Ekei, clear the passage.



Depending on which necklaces you've obtained, it's possible to uncover hidden souls and hidden items in this hallway—even another necklace!

THE BLACK NECKLACE

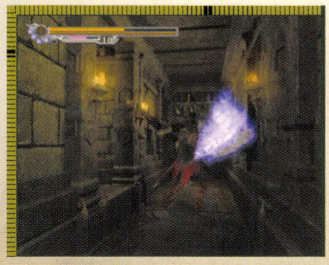
With all three Fossilized Bones in your possession (hopefully gained from diligent trading with all three male sub-characters), examine the skeletal hands on the door at the center of the corridor. Place the bones in their respective sockets to open the passage.

The **Black Necklace** is, by far, the most difficult necklace to acquire because of the random elements in the Gift Exchange system. This necklace causes Jubei to kill every enemy from this point forward with a Critical Hit! Note, however, that you will also need the White Necklace to recuperate the power sacrificed for each kill.

MAGOICHI'S CHALLENGE

In the next room is a Magic Mirror and a red box containing the **Oni's Place Map #3**. If you are best allied with Magoichi, you'll find him standing at the north end of the room. Exchange gifts, but when you speak to him and claim that the sword is mightier than his guns, he challenges you to enter the next room to see who can kill a certain number of enemies faster. *Definitely* save your game before attempting this, because Magoichi is a fast warrior!

If you aren't allied with Magoichi, then the underground coliseum is filled with Oowashya and Bazu creatures. Use a weapon that can unleash triple-charged attacks to cut through the enemy horde like butter.



THE SUBTERRANEAN MAZE

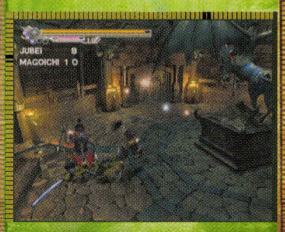
Entering the corridors of the maze, the twists and turns of this passage are already conveniently charted on the in-game map. (Refer to the map by pressing the R3 button to avoid getting lost.) Take the first right turn and go up the hallway. Equip the Dokoutsui to kill the Baigozaresu demon at the end. Then enter the short passageway on the left and solve the Trick Treasure Box at the top end.

MAGOICHI'S PRIDE

Answer "Sword" when Magoichi asks Jubei a question to take part in Magoichi's challenge to slay 20 foes before he does.

The fight takes place in a coliseum against Jaido lizardmen, which are normally very easy to defeat. This time, though, you can only use the very weak Normal Sword! If you have the Black Necklace, all difficulty is negated because Jubei can kill every opponent instantly with a Critical Hit. However, without the obsidian choker, your work is cut out for you.

To kill more foes quicker than Magoichi, kick them to the ground (Down + ○) and perform a finishing stab. If you get surrounded, keep kicking enemies until they're all flat, then stab one of them. When either Jubei or Magoichi gets 20 kills, the enemies stop spawning in the room and you just have to kill those that remain. If you kill more enemies than Magoichi, speak to the gunman to snag Jubei's **Dokoutsui Tech.2**.



Head west back to the middle corridor, go north, then turn west. Check your map and search the southwest end of the maze to find an **Herb** in a red box. Finally, use the map to navigate to the lift mechanism in the northeast corner. Stand under the fan device and use the Senpumaru's Wind attack to make the blades spin. Step on the lift to rise to the main floor.

A tough Baigozaresu demon materializes to defend a measly Herb, so is it really worth it?

FORGOTTEN ONI TREASURES

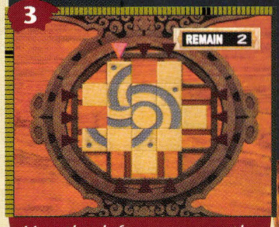
Check the map to recognize where you are. Inside the small treasure room, the glittering object on the floor next to the lift is the **Scarlet Key**. Also, **Artwork #14** sits atop the treasure chest further up. Unlock the door and exit.

TRICK TREASURE BOX
ONI SACRED PLACE MAZE

It takes four moves to solve the Trick Treasure Box in the northeast part of the Oni Sacred Place maze corridors. You receive a **Magic Jewel** for your effort. Be advised that another demon materializes when you head toward this box.

Use the bottom arrow on the right side.

Use the top arrow on the right side.



Use the left arrow on the top row.

Use the bottom arrow on the left side.

RISKY RESCUE

If you're heavily allied with Oyu, you'll hear faint screams emanating from the east when you step out of the treasure room. Run through the sulfuric acid pond room and into the passage beyond. It looks like Oyu is caught in a deadly trap!

To free her, grab the glowing lever. It's glowing because the magic energy covering the lever will injure Jubei for as long as he holds it. If you're not quite at full health, take a Medicine or Herb before attempting this. If you've extended your Power Meter, then this should be no problem. You can even stop between pulls to take more health items, if needed. After freeing Oyu, speak to her to receive the **Dokoutsui Tech.2**.

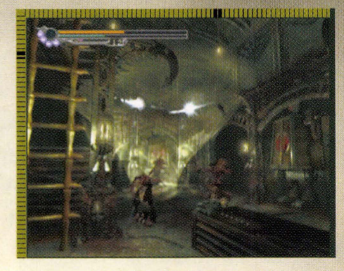
EKEI'S VITALITY

Return to the western-most room on 1F, where the fan device is located. You might find Ekei here if you're his only friend. He sulks about a missing **Stamina Drink**. Offering him any item at this point results in a reaction two degrees below normal. You must find the Stamina Drink and return it to him.

The item is located on the level below, in the torture chamber room. When you return the Stamina Drink to Ekei, his gift exchange reactions return to normal. You will now definitely see all of Ekei's events, with the exception of one.

DEEPER UNDERGROUND

Use Wind attacks to kill the Bajaido Archers perched high above the north and south ends of the parcel transport room. This angers the King Dorogando, which is attempting to work, so continue north after you destroy the creature.



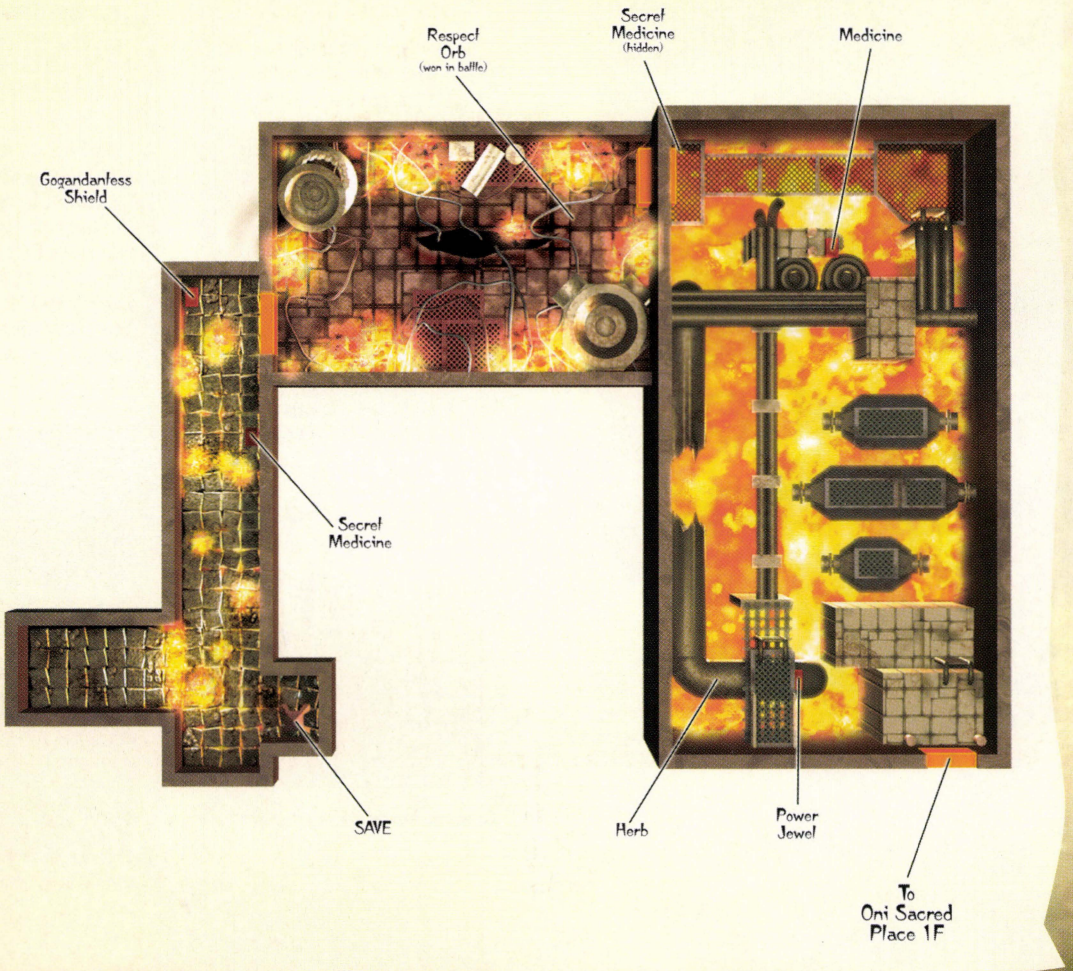
At the robot assembly area, Bajaido Archers materialize all over the room! The easiest solution is to wipe them all out in one blow with an Earthquake attack.

Return to the room with the gory operating table and recharge from the Magic Fountain. Use the Scarlet Key to open the door, and proceed a short ways into the next corridor.

LAIR OF THE DEMON KNIGHT

Oyu and Jubei soon find themselves in a destroyed corridor deep beneath the Oni Sacred Place. Cross the corridor and use the Magic Mirror, because a very tricky battle is about to occur! Proceed down the corridor and open the first red box to reveal a **Secret Medicine**. The next red box contains an important scroll about **Gogandantess Shield**.

Proceed through the double doors at the end of the corridor to encounter the devilish genma swordsman, Gogandantess. Oyu runs ahead, but Jubei stays behind to square off against Gogandantess for the final time.



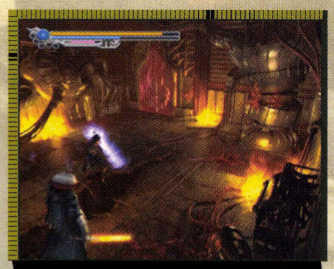
GOGANDANTESS

RECOMMENDED LEVELS

Buraitou	3
Hyoujin-Yari	3
Senpumaru	3
Dokoutsui	2

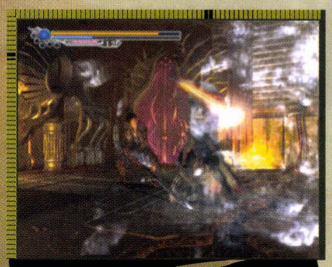
Using the Sacred Flute basically enables magic attacks to work more effectively. The rest is up to skill.

Use the Sacred Flute to dispel Gogandantess' shield. Although his previous invulnerability is no longer an issue, Gogandantess is as skillful as ever with a sword.



The crevice is a difficult place to remain, but Jubei has some protection from the sword knight's onslaught.

There is a narrow chasm in the center of the floor, which you can use to your advantage. Position Jubei on the opposite side of the crevice from Gogandantess to avoid minor attacks. Keep your guard raised until he starts to attack, then unleash a magic counterattack. Also, you can use the Hyoujin-Yari to poke him from across the crevice. It should be noted that staying on the opposite side of the crevice from Gogandantess is difficult.



Like previous encounters, the key is to attack frequently. Avoiding conflict and blocking causes Gogandantess to become more fierce.

Lightning attacks are still difficult to use, so rely on Ice spells, switching to Earth and Wind attacks only if you needed. Equip the Purple Necklace to reduce the magic drained per attack, and you can finish Gogandantess with the Hyoujin-Yari alone.

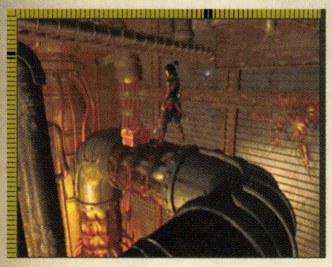
After defeating the boss, Jubei receives his **Respect Orb**. Absorb all 900 souls for a +350 bonus and head through the east door.

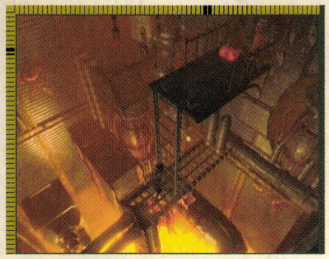
FURNACE ROOM FRENZY

Beyond the final Gogandantess battle lies the burning heart of the Sacred Place, where several items are positioned on various levels. Cross the catwalk above the flames and climb the ladder. Move to the left across the pipes. There is a small platform to the north with a red box, but it's blocked by two steam pipes. If you get too close and strike them, you won't get away in time to avoid damage. The safe way to destroy the pipes is to stand south of them and use the Hyoujin-Yari to strike the closest one. The resulting explosion makes the other pipe explode so that you can easily reach the red box and the **Medicine**.

Stand as shown and use the Hyoujin-Yari to trigger the exploding pipes.

Head across the pipes to the west and leap across the flaming gap to the south side under the platform. Open the red box for an **Herb**. Return to the middle of the north pipes and follow the middle pipes south to a ladder. Climb up and solve the Trick Treasure Box.

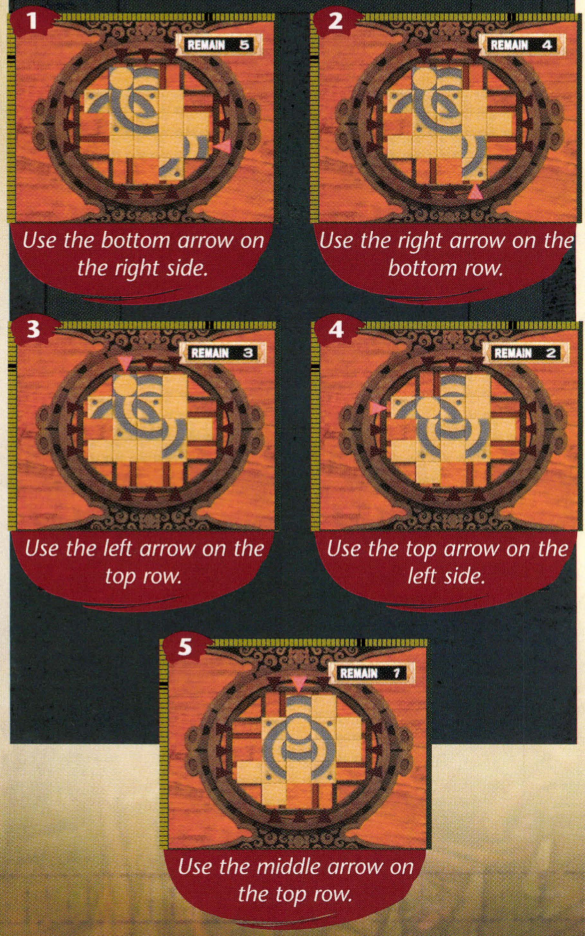




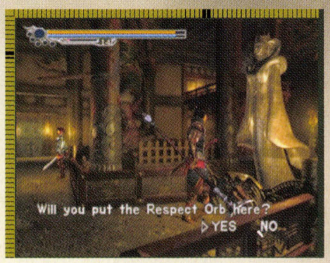
When finished here, samurai-hop across the platforms along the east side of the room to the exit in the southeast corner. Avoid triggering the exploding pipes; just unlock the door and move on.

TRICK TREASURE BOX
ONI SACRED PLACE FURNACE

It takes five moves to open the Trick Treasure Box in the southern part of the Oni Sacred Place furnace room. You receive a **Power Jewel** for your effort.



THE ONI AIRSHIP

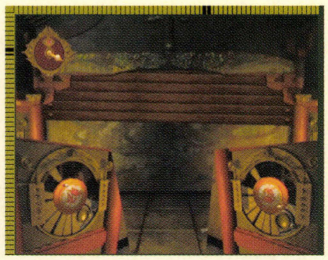


Jubei finds himself in the large chamber at the north end of the main floor. Oyu should be standing near the statue location. Move past her to the statue and insert the Respect Orb to reveal the Oni Genbu.

OPENING THE SHUTTER

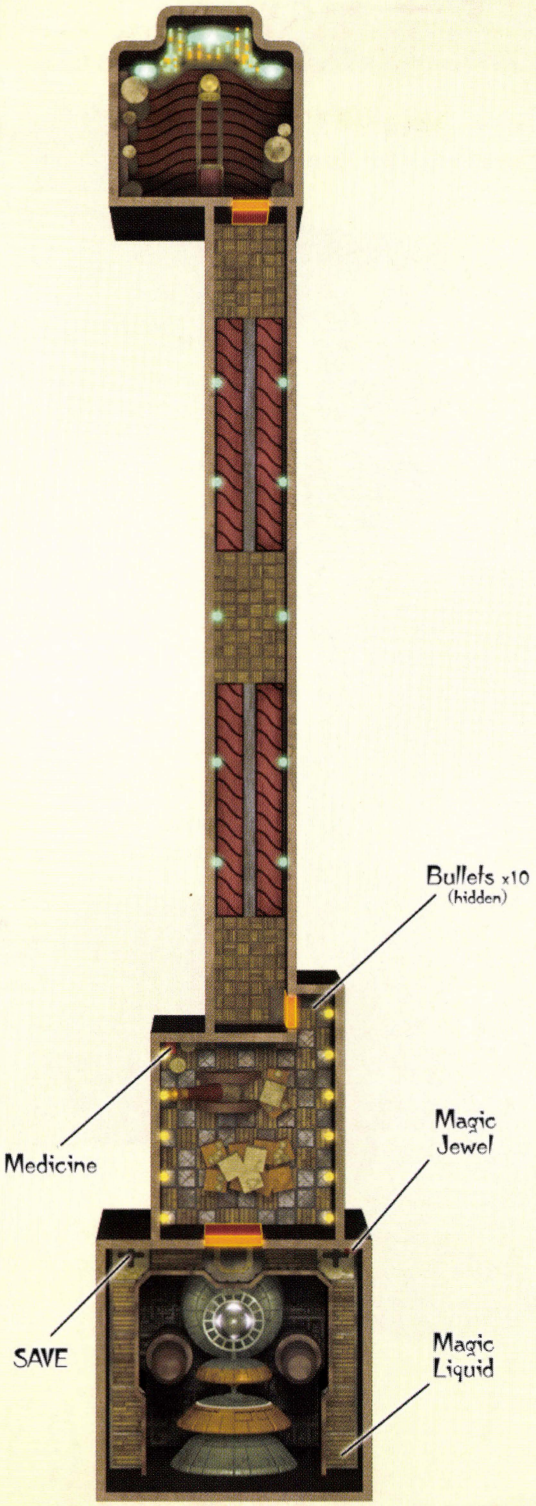
After a surprising turn of events, Jubei and Oyu hide in a small room to the north. Inside the room is an important Magic Mirror. You can also trade items with Oyu at this point if desired.

When you're ready, examine the winged device in the center of the room. You must rotate two dials to open the shutters so that Oyu and Jubei can escape the island before it explodes. The time remaining is displayed in the upper-right corner. If time runs out, Jubei dies and the game ends.

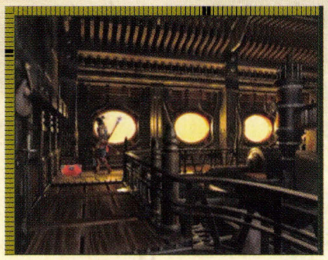


Here's what you need to do: Rotate the right stick clockwise a few times, and Oyu will figure out what needs to be done. Rotate the right stick clockwise and the left stick counter-clockwise to lift the shutter. You must lift both sides of the shutter at the same time. If one side gets too much higher than the other, the shutter will get stuck. Not only do you have to lower the higher side back down to the level of the lower side, but Oyu will lecture you and take up more time. With the shutter level again, you can continue. If you beat the clock, Jubei and Oyu escape the island in time and board the Oni Genbu.

ONI GENBU



INFILTRATION MIDAIR



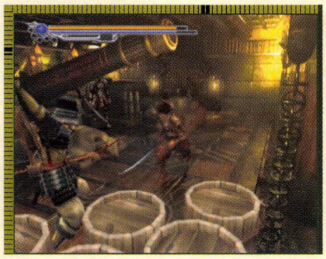
From the entry point at the rear of the port side, move past the Magic Mirror to the starboard side. There's a Trick Treasure Box at the top corner. Move to the bottom end of the starboard side to find a **Magic Liquid**. Save your game and enter the double doors.

TRICK TREASURE BOX
ONI GENBU

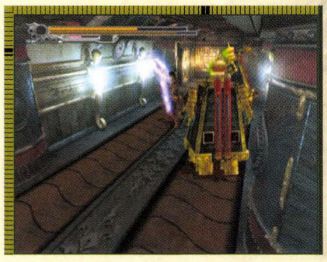
It takes five moves to solve the Trick Treasure Box in the engine room of the Oni Genbu airship. You receive a **Magic Jewel** for doing so.

COMMANDEERING AN AIRSHIP

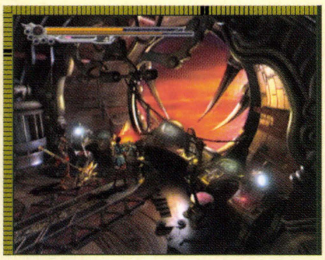
Move up the port side and eliminate the Oda Archer near the barrels. If the barrels are smashed in the melee, look for a red box that contains a **Medicine**. After dispensing of the Oda Bodyguard on this side of the room, move to the top of the port side near the door and kill the two Archers. There's likely a final Bodyguard lurking in the middle of the room.



Charge in and chop down Oda's servants with the forceful Buraitou.

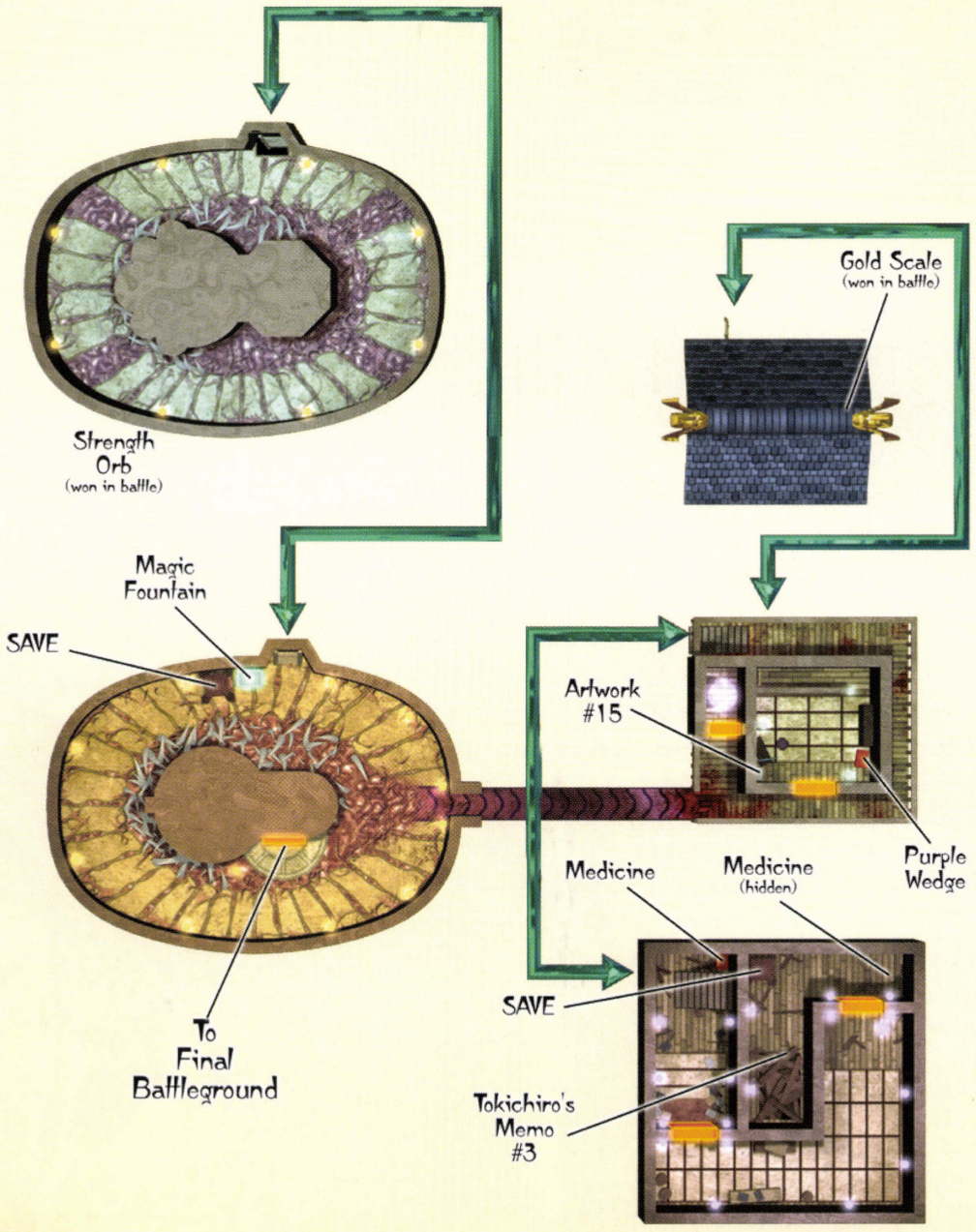


Move into the corridor from the entrance just a short distance, and take on the incredibly difficult King Dorogando enemies as they reach the bottom of the moving ramps. Stay at the bottom of the room to prevent the robots from surrounding you. If you get double-teamed, use Earthquake attacks to clear out some space. Equip the Purple Necklace to conserve magic. Head up the moving ramps to the control room at the top.



After the final confrontation with Tokichiro, examine the control panel where a large red light is flashing. This causes the ship to return to Castle Gifu.

CASTLE GIFU TOWER

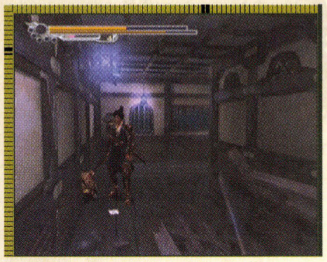


EKEI'S FINALE

If you have been rude to Ekei or basically ignored him, then Jubei might have to fight him to the death. If you're allied with Ekei, he wants to fight demons side by side one last time. After defeating the Girajoda and Red Zedans, Ekei leaves the castle victorious and confident about himself at last.

THE UPPER KEEP

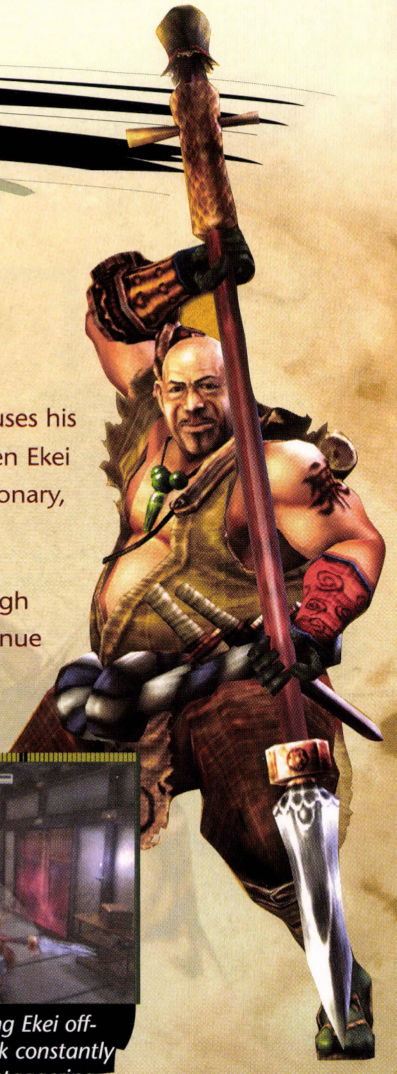
Move forward and record your progress at the Magic Mirror. Just beyond the device, locate **Tokichiro's Memo #3** on the ground near the stair ruins. Enter the double doors.



EKEI

RECOMMENDED LEVELS

Buraitou	N/A
Hyoujin-Yari	N/A
Senpumaru	N/A
Dokoutsui	N/A



The chubby spear master isn't too difficult. The downside is that Jubei only uses his Yagyu Sword during the entire fight. Block normal attacks and side step when Ekei charges his spear. Although you must block, keep sliding. If you remain stationary, Ekei will use his paralysis spell to immobilize you.

Dodge and block, and slash him at every opportunity. Try to slash him enough times to cause him to stagger. When this occurs, slide behind him and continue slashing away. If successful, Ekei will constantly be off-balance and you can keep attacking in three-stroke combos until the battle ends.

After defeating Ekei, Jubei takes **Ekei's Keepsake**. Use this item once to restore all health.

When Ekei charges an attack, you must side-step to avoid it!

After knocking Ekei off-balance, attack constantly to keep him staggering.

HIVE OF THE DEMONS

Triple-charge any weapon, then slide into the room and kill the Raigozaresu demon located at the bottom of the stairs. Look inside the red box tucked in the niche behind the stairs for a **Medicine**.

Ascending to level five, move around the balcony and eliminate any Girajoda ninjas. The grotesque Raigozaresu at the east end of the platform guards the bridge to the Demon Base. Even if you defeat the creature, a black and "inky" substance prevents entry to the heart of evil. Retreat to the double doors.

Kill the two Gyaran floating in the room, then absorb their souls plus those contained in the gauntlet nearby for a possible +1650 bonus! The red box near the door contains the **Purple Wedge**, the key to the best Phantom Realm of all! On the bench to the right of the door is the final **Artwork #15**. If your collection isn't complete now, it won't ever be. Cross the threshold at the back of the room and climb the stairs.

On the roof, Jubei is privy to a spectacular view of the demon base, but also encounters the impressive Gyaran Queen.

GYARAN QUEEN

RECOMMENDED LEVELS

Buraitou	3
Hyoujin-Yari	3
Senpumaru	3
Dokoutsui	2

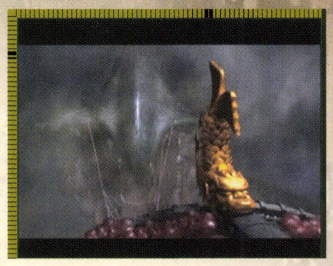
The best strategy is direct assault. Equip the Senpumaru and position Jubei directly under the massive parasite. Wind attacks at this close range damage the Queen and obliterate its offspring.

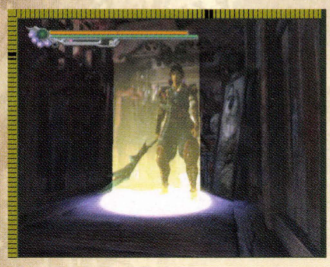
The Senpumaru and Purple Necklace leaves the Gyaran Queen without a chance!

The smaller Gyaran release magic energy upon dissipation, so inject between each assault to recharge if needed. The Purple Necklace helps reduce magic consumption and it proves to be the key to ending this battle quickly. When the smaller offspring stop appearing, the Queen will try to roll on Jubei and knock him across the roof. Begin blasting it with tornadoes to hold it at bay.

REMOVING THE DEMON BASE SEAL

After defeating the Gyaran Queen, the **Gold Scale** appears in Jubei's hand. Use it on the orange-glowing fish ornament at the north end of the roof to remove the inky barrier from the Demon Base entrance.





THE PURPLE PHANTOM REALM

After obtaining the Purple Wedge, you can enter the entrance to the Purple Phantom Realm by stepping into the small closet on 5F and using the wedge while standing on the glowing patch on the floor.

The Purple Phantom Realm is the trickiest area yet, with no helpful items to gain until you reach the very last level. Upon completion of level 20, you can attain the **Rekka-Ken** fire sword. This is the most powerful weapon in the game, already powered to the max with all three charge levels and its own Secret Technique! It's recommended that you enter the Demon Base and save at the Magic Mirror on the bottom floor before braving this Phantom Realm.

PURPLE PHANTOM REALM

LVL	ENEMIES	NOTES/ITEMS
1	Bajaido	
2	Gaidorozu, Bajaido	
3	Joda	
4	Zedan	
5	Zedan, Joda	
6	Hyukan	
7	Bazu	
8	Bazu, Gyaran	Use projectiles on Gyarans!
9	Oowashya, Bazu	Use Dokoutsui!
10	Oowashya, Barawashya	Use Dokoutsui magic!
11	Dorahyukan	
12	Baigozaresu	
13	Baigozaresu, Derahyukan	
14	Gerogone, Bajaido	Use Ice and Lightning magic!
15	King Dorogandos, Bajaido	Use Dokoutsui magic!
16	Giramusaido	
17	Gaidorozu, Giramusaido	
18	Red Zedan, Raigozaresu	
19	Red Zedan, Girajoda	
20	Raigozaresu, Derahyukan	Rekka-Ken

THE HIDDEN LEVEL

To access the secret level 21 of the Purple Phantom Realm, check the cracks in the floor from which Jubei pulled the Rekka-Ken. Doing so makes Jubei break through to a new gateway. There are no enemies on this level. Just open the red box to obtain the secret **Fashionable Goods**. If you can also acquire an "Onimusha" Ranking, then Jubei's Extra Costume will become an option for your next game.

DEMON BASE

CLOSE TO CONCLUSION

The ground floor is easily Jubei's perfect resting spot. Use the convenient Magic Mirror and Magic Fountain to recharge and save your game. Inject souls into your armor and weapons until everything is at the maximum level. You don't want to face the final bosses with less than perfect equipment! Head to the Purple Phantom Realm and complete all twenty levels if you haven't already. Obtaining the Rekka-Ken fire sword is indeed the best and easiest way to face the final bosses.

When you're ready for a fierce and grueling showdown, climb the ladder near the Magic Fountain.

GINGHAMPHATTS FINAL

RECOMMENDED LEVELS

Buraitou	3
Hyoujin-Yari	3
Senpumaru	3
Dokoutsui	3
Rekka-Ken	N/A

What a pulse-pounding, frantic battle! If you've been playing with our pro guidance all along, then equip the Rekka-Ken and the Purple Necklace and you can't go wrong.

At the outset of this epic confrontation, triple-charge the Rekka-Ken and slide around the circular area until you find Ginghamphatts. Strike him with the weapon, then slide away and charge up again. Repeat this strategy until you inflict a set amount of damage, at which point the battle changes. Conserve your magic energy for later in the fight.

Let the fires rip! Ginghamphatts is insignificant against the might of the Rekka-Ken.

Don't let his duplicitous form fool you. Striking one half is just as good as whacking the other.

After sustaining a severe amount of damage from triple-charged attacks, Ginghamphatts splits in two! While the flying half would seem to be quite intimidating, the lower half is truly the more fierce opponent. Both parts of the immortal share HP, so hitting one monster damages both.

Triple-charge an attack against the lower-half, then start using the Rekka-Ken's magic attacks to set the legs ablaze. When you use the Rekka-Ken on the lower half, it should flip over and kick its legs helplessly in the air. This is just the way you want to keep it. Otherwise, if the lower half gets the opportunity, it will curl up into a ball and roll around the room like a boulder. You can't block this attack, which can knock Jubei to the ground and cause lots of damage each time it comes around.

You can avoid this by focusing your attacks on the legs. If you have the Purple Necklace equipped and still run out of magic energy in the fire sword, switch to the Senpumaru and unleash several Wind attacks against the upper and lower half simultaneously as they attempt to double-team Jubei. Consider downing a Super M. Liquid (if available) to recharge the Rekka-Ken to continue the battle.

The lower half can prove more deadly, so focus your assault on the flailing legs.

Ginghamphatts' souls linger at the bottom of the pit in which he fell.

At the conclusion of the struggle, Jubei receives the final **Strength Orb**. If you fought Ginghamphatts alone, then absorb his 1300 souls from the bottom of the central pit for a +600 bonus. If Kotaro and Oyu appeared during the fight, then locate them in the room for an additional scene before climbing back down the ladder to the lower floor.

MAGOICHI'S GOODBYE PRESENT

If you're highly allied with Magoichi, then fight Ginghamphatts and inflict a small amount of damage. The gun master will interrupt the proceedings because he wants to test out his new prototype rocket launcher! Thus, Magoichi takes care of Ginghamphatts entirely, and there's no need to fight the tough demon!

PARTING GLANCES

Return to the first floor of the Demon Base. Recharge your magic from the Magic Fountain and use health items or the White Necklace to increase your Power Meter to full. Then equip the Rekka-Ken and the Purple Necklace and save your game. *Don't enter the final confrontation with less than full Power and Magic Meters.* When ready, examine the panel to the right of the elevator door opposite the Magic Mirror.

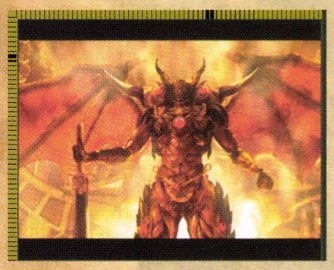
OYU'S MULTIPLE FAREWELLS

Use the Strength Orb at the hollow next to the central elevator on the first floor. By one means or another, Oyu arrives to wish Jubei good luck. This scene will be different if you're heavily allied with her or not, and whether or not she appeared in the previous battle.

NOBUNAGA

RECOMMENDED LEVELS

Buraitou	3
Hyoujin-Yari	3
Senpumaru	3
Dokoutsui	3
Rekka-Ken	N/A



Jubei descends into the private chambers of the Demon King, too late to foil Nobunaga's sinister plan. Nobunaga has transferred his power into the Golden Evil Statue. Although he isn't at full strength, that doesn't mean Nobunaga still isn't a difficult foe.

What are you thinking, taking on a Japanese feudal warlord who has taken over the Phantom Realm? Nobunaga is a historical figure, one of the most fearsome and intelligent conquerors of all time! Surely you must be intimidated?

Start the battle by ending the brief standoff. Attack Nobunaga with the Rekka-Ken's fire magic. This damages Nobunaga twice with each attack: once from the initial blow and then again from being on fire. Be in position and prepared to set him ablaze again as soon as he regains himself.

After inflicting a small amount of damage, he lifts off from the ground and attacks from the air. The only option to attack during this part of the battle is with the Senpumaru's Wind magic, or the insufficient power of bullets.

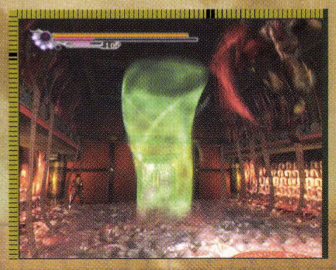
Nobunaga has several attacks to drop down on Jubei from above. His sword and orbs will glow a certain color, which indicates the attack style he's about to employ. When Nobunaga suffers damage in spite of his efforts, he switches colors and attack styles. Here's the breakdown:

Red = Fire attack Green = Wind attack White = Lightning attack

Blue = Ice attack Yellow = Earth attack

The easiest aerial attacks to deal with seem to be the Lightning and Wind attacks. However, it's also more difficult to counterattack Nobunaga while he's in these modes. During the Lightning attack, Nobunaga spreads a host of white orbs across the air. Once in place, lighting strikes from each orb. Since each lightning ball casts a glow upon the ground, you can run from the indicated targets.

During the Wind attack when Nobunaga glows green, he positions himself at one end of the room or the other, and launches tall tornadoes that float across the floor toward Jubei. To avoid it, stand at the other end of the room. While Nobunaga launches one useless tornado after another, equip the White Necklace (if you have it) and regenerate your power!



Earth and Ice attacks are a bit harder to deal with, but luckily Nobunaga doesn't employ them often. When the Demon King glows with yellow light, he creates several rock objects high in the air. These stones then shoot to the ground in a wall of crushing force. Again, all you can do is run from Nobunaga, but this attack is much harder to avoid.

The Ice attack is even worse, because Nobunaga instantaneously shoots to the ground and freezes Jubei to a spot. Rapidly wiggle the face and shoulder buttons on the controller to break free before Nobunaga can inflict a highly-damaging sword stroke. When Nobunaga is in Ice attack mode, watch his actions carefully, try to predict when he's about to strike, and sidestep left or right to avoid the freezing assault.

Nobunaga's greatest combat trick is by far his Fire attack, executed when he glows red. The winged lord sets his sword afire, then plunges it straight into the ground. Fire then shoots across the surface and engulfs Jubei if he can't dodge it. If you get hit and knocked to the ground by the initial fire blast, don't touch the controller. Nobunaga will deliver two more fire attacks, so you're better off remaining on the ground where the flames won't cause more damage.

While fire is Nobunaga's most damaging attack, it also provides the best opportunity to counterattack. If you can successfully sidestep when Nobunaga stabs his sword into the ground, then he will be in a prime and unprotected position for you to launch yet another Rekka-Ken fire attack of your own! In fact, there's a small chance that Nobunaga might perform spiraling sword attacks during any of his modes. If you can successfully block or sidestep any of them, he's prone to a counterattack. This is the strategy by which you can defeat him.

If you are wise and patient, you can dodge wave after wave of various elemental spells launched from the air. Nobunaga gets tired after a while, and has to recharge. When he lands on his pedestal at the top of the chamber, run up and hack away. At first, it seems that your blows only glance off his shield. Don't be dissuaded, keep striking while the master demon recharges his magic power. When he is finished, all the damage that you inflicted is administered at that very moment! Red, blue, and yellow souls are released in addition to the possible purple souls that can bring Jubei into Onimusha mode. Quickly inject it all, using the aid of the Blue Necklace if available. Then switch back to the Purple Necklace and retreat to a safe location to better judge his next attack.

Throughout the battle, use Perfect Medicines and Magic Liquids to refill your Power and Magic Meters. Magic isn't available in the final battle, so use what items you have while they still count!

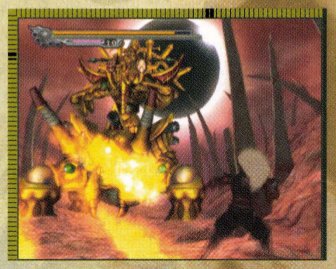
GOLDEN EVIL STATUE

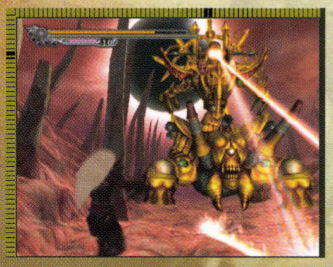
Upon Nobunaga's demise, he transfers the last portion of his power into the giant golden idol his henchman Guildenstern created. Jubei calls upon the powers of the Five Oni Orbs to change him into a Super Onimusha, champion against the Demon Clan!

In this state, Jubei has only one attack. By pressing the □ button, you can fire an array of homing energy missiles at the Golden Evil Statue, auto-targeting the limbs of the massive idol. How well you use this one attack is the key to winning.

At the outset, the Golden Evil Statue has only a few attacks to defend against. When fire brews in its palm, the Statue releases fire meteors that track Jubei. You can destroy them with the hand weapon, or side-step left or right out of their range. When the Statue's palm glows red, search for complementary glowing red sores to appear on the ground and sidestep left or right out of the way. Stalagmites will burst out of the ground from the glowing sores, knocking Jubei off his feet.

Also, when the statue stops and its lowest mouth opens, a gout of fire shoots out of the mouth and waves back and forth attempting to set Jubei ablaze. The best defense against this is to turn and run away. Then you can turn and begin firing at the statue again, sliding backward between each shot to stay out of the fire's reach.





The eye lasers are a different story, as the statue utilizes this attack during the entire fight from beginning to end. If Jubei is positioned on the side of the row, the statue will attempt to pierce him with a set of eye lasers aimed straight at him. Stop attacking and dodge to the inside to avoid them. If Jubei is positioned near the middle when this attack begins, the lasers will spread out and narrow down as they move toward Jubei. For this particular attack, it's possible to stand in the middle, just a little forward of the edge of the area, to avoid the eye lasers completely!

After destroying the two arms of the statue, a circle of stone masks surround and protect the head. Continue firing in an effort to destroy the masks. They will shoot to the ground, so sidestep them if possible. Also, a stream of stone masks will emanate from the head and surround Jubei. Continue firing to destroy them, and back away if possible. Each mask flips over and releases a cloud of poisonous gas, so slide left or right to avoid it.

Keep an eye on your Power Meter. Don't hesitate to use Secret Medicines, as well as Medicines and Herbs in combination to regain lost health. Continue your barrage until the head is destroyed. You can't target the head until all the other limbs are destroyed.

JUSTICE TRIUMPHS AGAIN!

You defeated the great warlord Nobunaga? Great work! But don't turn off the console just yet. Another scene occurs after the production credits finish rolling, and you don't want to miss it. Also, you'll want to see your final Ranking and override your system data file so that you can access the new bonuses you've unlocked. For a complete rundown of all that *Onimusha 2: Samurai's Destiny* has to offer beyond the main game, check out the "Secrets" chapter.

SECRETS OF ONIMUSHA 2: SAMURAI'S DESTINY

Completing the vengeful quest of Jubei Yagyu is just the beginning of the adventure in *Onimusha 2: Samurai's Destiny*. Not only are there still scores of events to track down on the Scenario Route, but there are side quests to uncover. There are also additional mini-games to open under certain circumstances.

RANKING

Before you leave the Ranking screen, review your score and compare your results to the following tables to determine the criteria by which your performance is judged. To unlock everything that the game has to offer, you must achieve the all-high "Onimusha" ranking!

Ranking is determined by a hidden points system. More points are awarded for better playing, and these points are added together to determine the player's overall rank. The toughest factors to overcome are probably the Critical Hit score and the Scenario percentage score.

TIME

Below 4:59	10
5:00 to 6:59	7
7:00 to 8:59	5
9:00 and above	3

SOULS

120,000 or more	10
80,000 to 119,999	7
40,000 to 79,999	5
39,999 or less	3

KILLED

900 or more	10
600 to 899	7
300 to 599	5
200 or less	3

CRITICAL HITS

450 or more	10
300 to 449	7
150 to 299	5
149 or less	3

PHANTOM REALM LEVELS

All 41	10
30 to 40	7
20 to 29	5
19 or less	3

SCENARIO

65% or more	10
60% to 64%	7
55% to 59%	5
54% or less	3

RANKING

54+ pts.	Onimusha
45 to 54 pts.	A
35 to 44 pts.	B
20 to 34 pts.	C
19 pts. or less	D

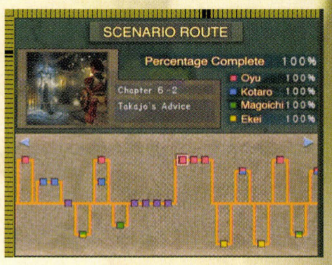
SCORE MORE CRITICAL HITS

Remember that it is very easy to inflict a Critical Hit against the Oda Soldiers and Oda Samurai. Stack up those flashing one-hit kills during Jubei's first visit to Yagyu Village, then rush through the rest of the game to reach the end in time! Also, getting the Black Necklace wouldn't hurt...

INCREASE SCENARIO PERCENTAGE

To get 65% of the game, you must become "bonded" with at least two of the sub-characters. The scenario strategy that seems to work most often is to become best friends with Ekei and quite friendly with Kotaro in the same game. Since Ekei has relatively few scenes, it is easy to get almost all of his percentage in a single game. You need to play as Kotaro anyway to access all 41 Phantom Realm Levels, so form an adequate enough alliance with the ninja to make him playable.

EXTRAS UNLOCKED



The Scenario Route appears after each finished game. This graphic displays all the event routes in the game and the scenes that have played thus far in all of your games are displayed on the route. The percentages and overall completion rate are also displayed for each character. After your first game, you can view the Scenario Route in the Special Features menu. Each time you complete a new game, your scenario percentages are totaled from all of your games.

Upon completing the game the first time, pay attention after the final scene to witness something quite exciting! The *Onimusha 3* teaser video probably raises more questions than it answers, but one thing is for certain: *Onimusha 3* will complete the trilogy and the demons will finally pay for their atrocities!

BONUS COSTUMES

Although it isn't easy, you can unlock sexy new outfits for both of the main heroes in the game. Need a change of scenery? Keep swinging that sword!

OYU EXTRA

Play the game repeatedly and acquire all 100% on the Scenario Route to unlock Oyu's Extra Costume. To access it, enter the Special Features menu and switch Oyu's Costume option to "Extra," then start a new game. Oyu's so hot and stylish in this 70s style garb, you'll pull your hair out just trying to accumulate the required scenario percentage!

JUBEI EXTRA

Play the entire game and meet all the requirements of the "Onimusha" rank, obtain the Fashionable Goods item on the twenty-first level of the Purple Phantom Realm, and start a new game. Jubei is now attired in a suave and hip leather pantsuit that should have the ladies gasping for air!

BONUS MODES

EASY MODE

This mode becomes available if you die more than three times during your first game. You can start a new game in Easy Mode, or you can switch to the simpler difficulty level any time you die in the normal game. You can exploit Easy Mode if you're trying to get all 100% of the Scenario Route, see the *Onimusha 3* teaser, and unlock The Man in Black and Team Oni mini-games. However, you cannot achieve "Onimusha" ranking in Easy Mode.

HARD MODE

Hard Mode becomes available after clearing a game in Normal Mode. Enemy quantities, stamina, strength, and speed are all nearly doubled over Normal Mode. Also, health items restore 25% less to the Power Meter. You might not believe it, but there are even harder modes than this!

CRITICAL MODE

You can unlock this mode after completing the Team Oni mini-game. This is the same as Normal Mode, except that you can only kill enemies with a Critical Hit! Also, the same applies when fighting boss enemies.

ULTIMATE MODE

This is your reward if you can manage to cut through Hard Mode. This bonus feature basically takes all the work out of the game by giving you the most powerful weapon with unlimited Magic abilities. In the Special Features menu, toggle the Ultimate Mode setting to ON when you starting a new game. Jubei starts a new game with the following items:

Unlimited Magic (Magic Meter never empties)

Tanegashima + Unlimited Normal Bullets

Tri-Barrel + Unlimited Burst Bullets

Bow + Unlimited Arrows

Bow + Unlimited Fire Arrows

Rekka-Ken

All Yagyu Armors at Level 3

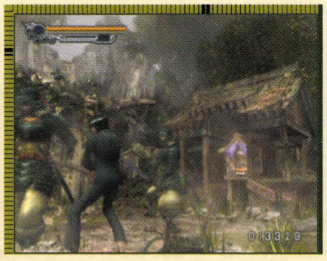
Perfect Medicine x30

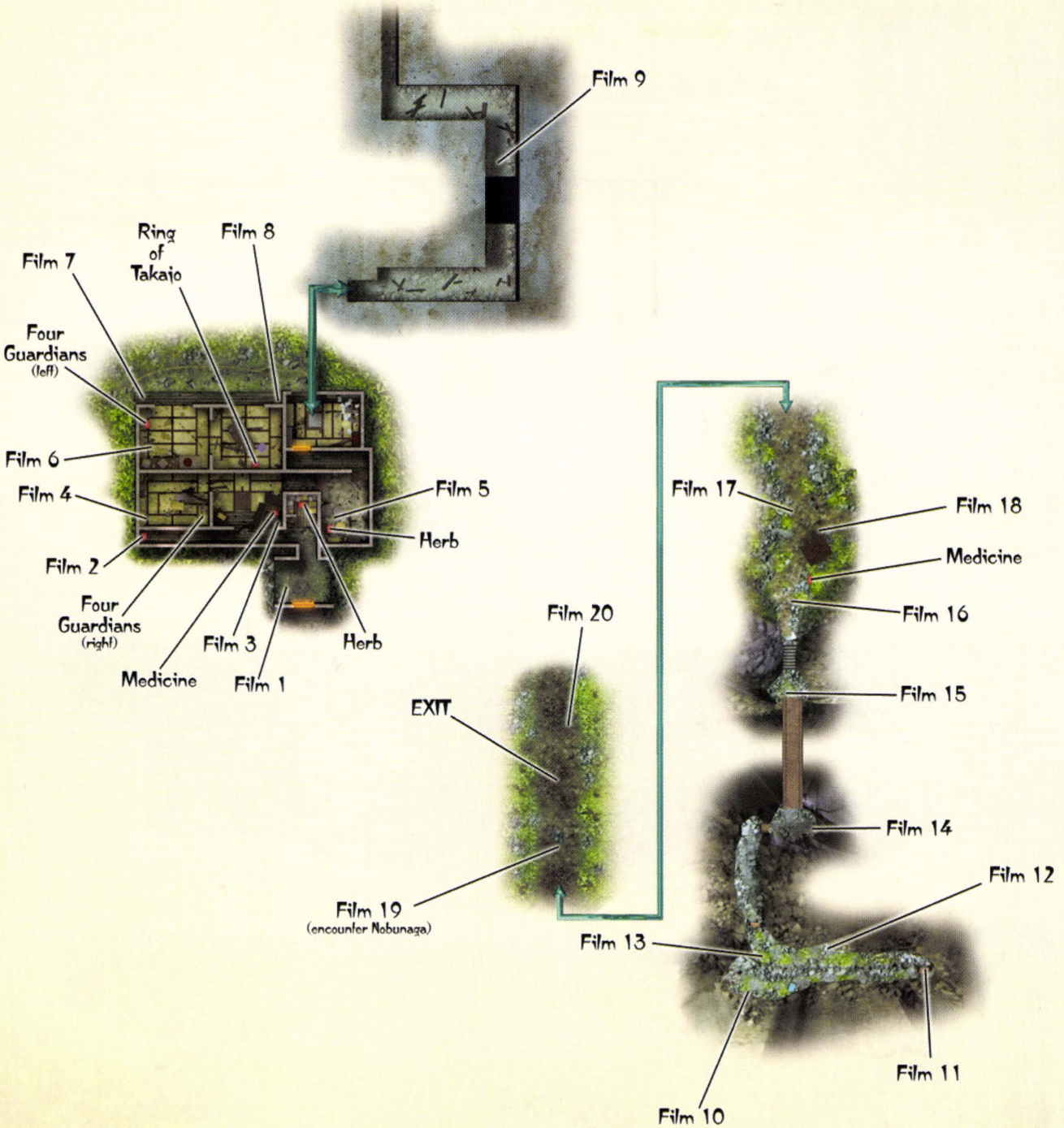
Talisman x10

THE MAN IN BLACK MINI-GAME

Upon completion of your first game, The Man in Black mini-game becomes available. You can initiate it from the Special Features menu. Jubei dons the costume of one of Yusaku Matsuda's most famous television characters, from a show called *Detective Story*. Armed with only a stick made of sponge, you must quickly circumnavigate dangerous enemies, collect 20 rolls of film, and reach the exit before time—or your health—runs out. When you reach the exit, the Film items you collected enable you to view various events from the game—dressed as the Man in Black!

The Sponge Stick really isn't all that bad. Your best strategy is to either knock down enemies or use the sponge stick to perform a Running Strike (while running at an enemy, press □. Refer to the following maps to find all the films and some useful items.




Film 9
Ring of Takajo
Film 8
Film 7
Four Guardians (left)
Film 6
Film 4
Film 5
Herb
Film 2
Four Guardians (right)
Film 3
Herb
Medicine
Film 1
Film 17
Film 18
Medicine
Film 16
Film 20
EXIT
Film 15
Film 14
Film 19 (encounter Nobunaga)
Film 12
Film 13
Film 11
Film 10

PUZZLE PHANTOM REALM

Obtain all 18 Artworks available in the main game, then finish your game and save. This mini-game centers around obtaining the additional 36 Artworks by solving trick treasure boxes in a Phantom Realm with no enemies, just puzzles. In each solution, we show you shot by shot which arrows to use to solve all 36 puzzles. Box locations are indicated by their positions on-screen from your perspective when Jubei is standing in the center of the realm. Try these addictive tile puzzles yourself first, because it's much more fun to prove how clever you are!

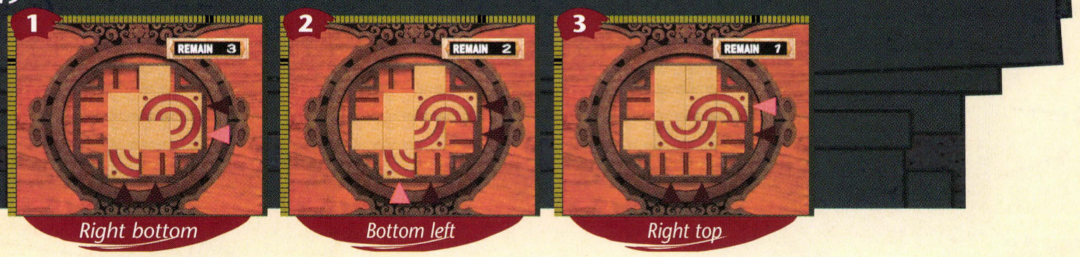
Whenever you need a break, or after solving the final Trick Treasure Box, save your game using the blue light in each level. Otherwise, you'll lose your progress.

CLEAR YOUR MIND

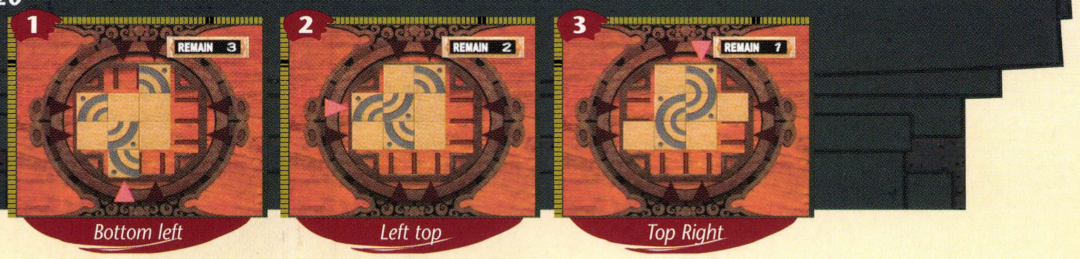
You might be able to think more clearly by muting the sound on your monitor. Certainly helps to think more clearly about the solutions!

LEVEL ONE

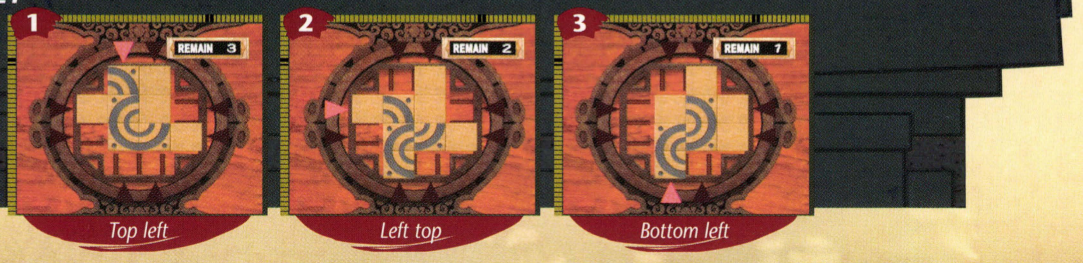
ARTWORK #19



ARTWORK #20

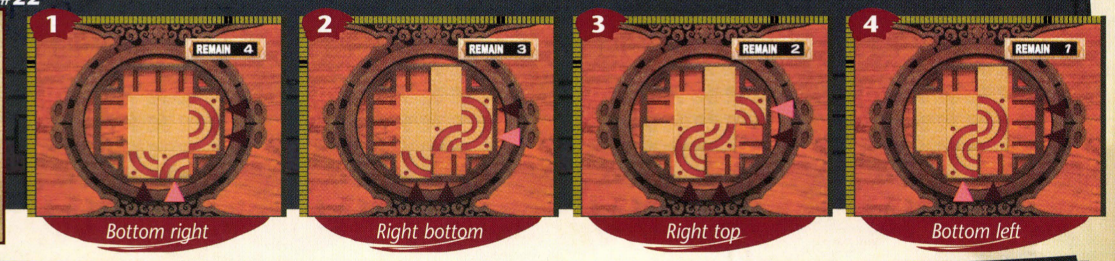


ARTWORK #21



LEVEL TWO

ARTWORK #22

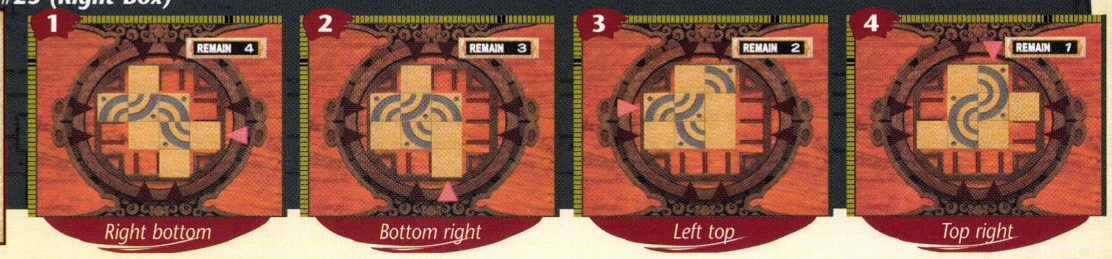


ARTWORK #23

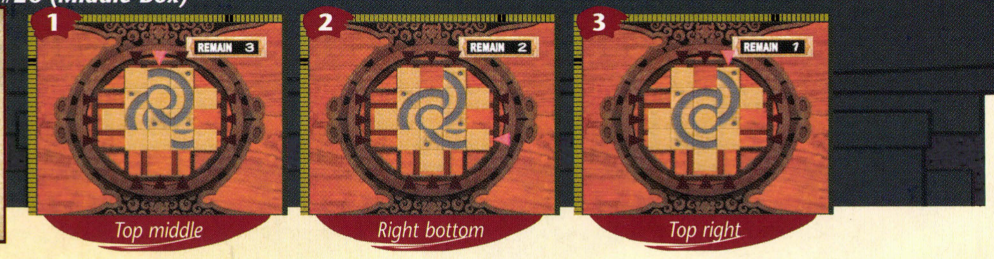
LEVEL THREE

ARTWORK #24 (Left Box)

ARTWORK #25 (Right Box)

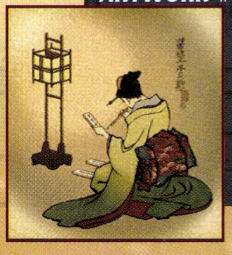


ARTWORK #26 (Middle Box)



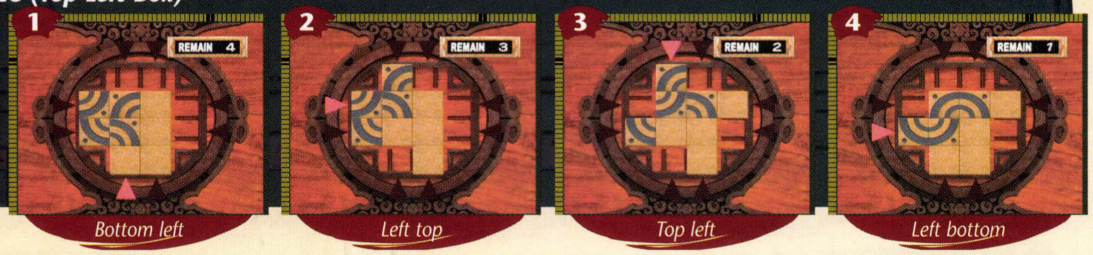
LEVEL FOUR

ARTWORK #27

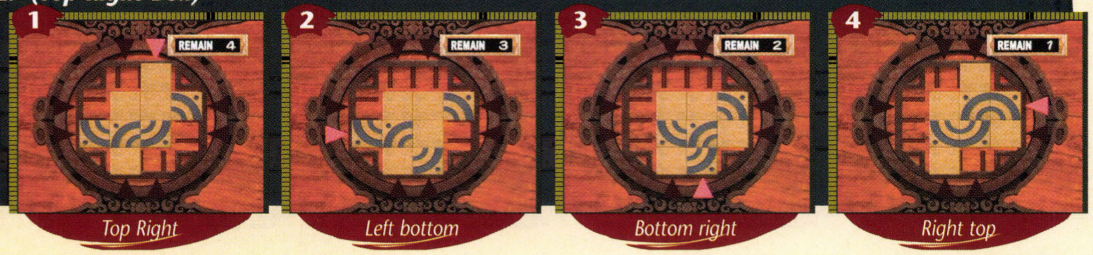


LEVEL FIVE

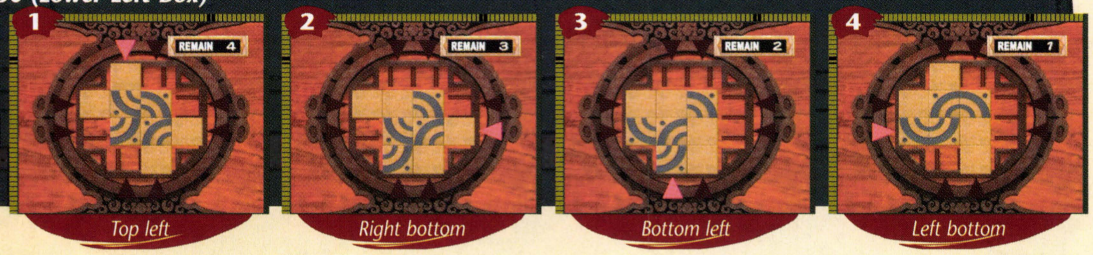
ARTWORK #28 (Top Left Box)



ARTWORK #29 (Top Right Box)



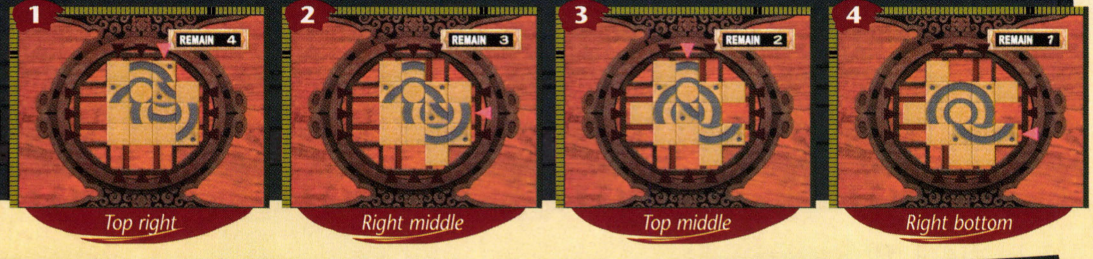
ARTWORK #30 (Lower Left Box)



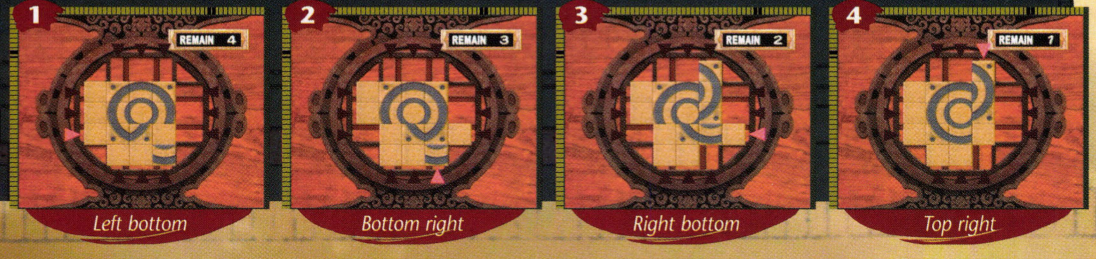
ARTWORK #31 (Lower Right Box)

LEVEL SIX

ARTWORK #32

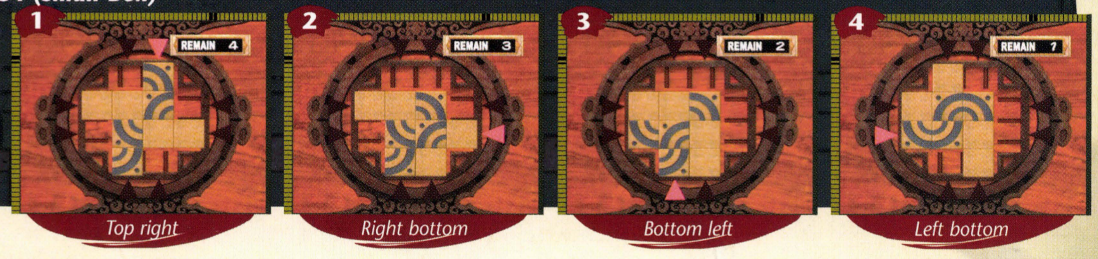


ARTWORK #33



LEVEL SEVEN

ARTWORK #34 (Small Box)



ARTWORK #35 (Large Box)

LEVEL EIGHT

ARTWORK #36

LEVEL NINE

ARTWORK #37 (Small Box, Top Left Side)

ARTWORK #38 (Small Box, Top Right Side)

ARTWORK #39 (Small Box, Bottom Left

1 REMAIN 6 — Left bottom
2 REMAIN 5 — Bottom right
3 REMAIN 4 — Right top
4 REMAIN 3 — Top left
5 REMAIN 2 — Left top
6 REMAIN 1 — Right bottom

ARTWORK #40 (Small Box, Bottom Right Side)

1 REMAIN 6 — Right top
2 REMAIN 5 — Top left
3 REMAIN 4 — Left bottom
4 REMAIN 3 — Bottom left
5 REMAIN 2 — Left top
6 REMAIN 1 — Top left

ARTWORK #41 (Large Box on Left Side)

1 REMAIN 6 — Right middle
2 REMAIN 5 — Bottom left
3 REMAIN 4 — Right bottom
4 REMAIN 3 — Bottom right
5 REMAIN 2 — Right top
6 REMAIN 1 — Bottom middle

ARTWORK #42 (Large Box on Right Side)

1 REMAIN 4 — Bottom middle
2 REMAIN 3 — Right top
3 REMAIN 2 — Top left
4 REMAIN 1 — Left middle

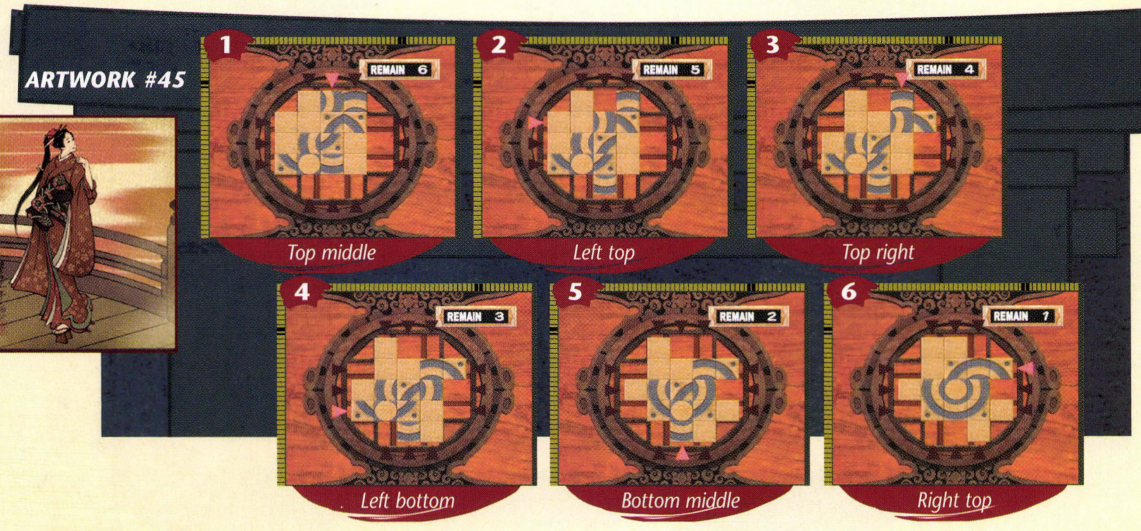
LEVEL TEN

ARTWORK #43

ARTWORK #44

LEVELS ELEVEN - TWENTY

ARTWORK #45



ARTWORK #46

ARTWORK #47

1 REMAIN 5 — Top middle

2 REMAIN 4 — Right bottom

3 REMAIN 3 — Bottom left

4 REMAIN 2 — Left top

5 REMAIN 1 — Top middle

ARTWORK #48

1 REMAIN 8 — Right bottom

2 REMAIN 7 — Top left

3 REMAIN 6 — Left bottom

4 REMAIN 5 — Bottom left

5 REMAIN 4 — Left top

6 REMAIN 3 — Bottom right

7 REMAIN 2 — Right bottom

8 REMAIN 1 — Top right

ARTWORK #49

1 REMAIN 7 — Bottom right

2 REMAIN 6 — Right top

3 REMAIN 5 — Bottom middle

4 REMAIN 4 — Left middle

5 REMAIN 2 — Left top

6 REMAIN 2 — Top right

7 REMAIN 1 — Right middle

ARTWORK #50

1 REMAIN 6 — Bottom left

2 REMAIN 5 — Left bottom

3 REMAIN 4 — Top right

4 REMAIN 3 — Top left

5 REMAIN 2 — Left bottom

6 REMAIN 7 — Bottom middle

ARTWORK #51

1 REMAIN 8 — Right middle

2 REMAIN 7 — Bottom left

3 REMAIN 6 — Right bottom

4 REMAIN 5 — Left top

5 REMAIN 4 — Bottom middle

6 REMAIN 3 — Left middle

7 REMAIN 2 — Top right

8 REMAIN 1 — Top middle

ARTWORK #52

1 REMAIN 8 — Right bottom

2 REMAIN 7 — Top right

3 REMAIN 6 — Bottom left

4 REMAIN 5 — Right top

5 REMAIN 4 — Top left

6 REMAIN 3 — Bottom right

7 REMAIN 2 — Left top

8 REMAIN 1 — Top right

ARTWORK #53

1 REMAIN 9 — Right middle

2 REMAIN 8 — Bottom right

3 REMAIN 7 — Left bottom

4 REMAIN 6 — Top left

5 REMAIN 5 — Right top

6 REMAIN 4 — Top right

7 REMAIN 3 — Right bottom

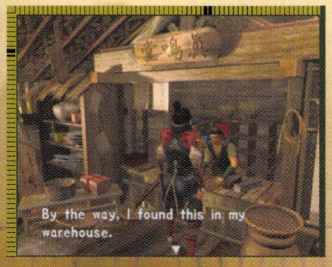
8 REMAIN 2 — Bottom middle

9 REMAIN 1 — Left middle

NECKLACES

Eight secret necklaces impart various powers and gifts to the valiant Onimusha. These necklaces are obtained mostly through acts of kindness and compassion, or by being a truly good friend to someone. Achieving a variety of benefits and powers in one game is possible, because there is the chance of obtaining up to five necklaces through the course of one adventure. Collecting necklaces requires the completion of mini-quests designed to improve your friendships and additionally strengthen alliances.

White Necklace: When this item is equipped, Jubei will recover life every second that he stands perfectly still, until he reaches the maximum length of the Power Meter. This necklace is the easiest to obtain, by purchasing every last item from the Imasho Town store, then speaking with the owner again.



Orange Necklace: This item allows the wearer to see hidden clusters of red souls in various locations throughout the game, which can be collected and used to power up weapons more quickly than by fighting enemies alone. Obtain this necklace by speaking to a young man in the Imasho store who wants to cure his father, and needs Jubei to trade Chalk for Melon. Give this item to Ekei, then give the Tale of the Heike to Magoichi. Finally give the Emblem from Magoichi to Kotaro, and he will give you the Melon. Give this to the young man, and his father will repay you with the Orange Necklace after you face Gogandantess at Castle Gifu. The locations of the hidden red soul clusters is listed in the "Hidden Souls" section at the end of this chapter.

Purple Necklace: This powerful token allows Jubei to perform magic attacks at close to half of the magic energy normally required. It is found on the last level of the Purple Phantom Realm.

Blue Necklace: The powder blue neck stone allows Jubei to absorb souls at twice the normal speed, and to negate the abilities of Gyaran to steal them. This special item can only be obtained if Kotaro is Jubei's best ally when entering the Demon Caves. Kotaro will find a trick device that opens a secret wall that reveals the area where the Blue Necklace is located.

Yellow Necklace: When the yellow necklace is donned, Jubei can absorb yellow spirits from live demons when R1 + ○ is pressed. This works best when standing directly over incapacitated enemies who have been knocked to the ground. Ekei helps Jubei find this necklace if he is the character most allied with when entering the Oni Sacred Place.

Green Necklace: This item reveals the locations of Demon Treasure Boxes hidden in various locations throughout the game, containing powerful items such as Secret Medicines and Bullets. Magoichi helps Jubei find this item if he is your best ally when returning to Yagyu Village. Returning after the scenes at Takajo's mansion, find Magoichi near the dragon pond and speak with him to receive the Saiga Bomb. Use this item on the flimsy rocks near the dragon shrine to reveal the Green Necklace.

Red Necklace: The red necklace causes enemies to release more red souls than normal when defeated. This is useful for leveling up your weapons more quickly. This item will be revealed if Oyu is your main ally when entering the Oni Sacred Place. Returning westward with the Circle Key, you can find her in the hallway acting strangely. After some demons interrupt, a secret hiding place is revealed in the corridor and the Red Necklace can be found.

Black Necklace: This is the hardest necklace to obtain, because you must trade very favorable items with all three male characters before leaving Imasho for the final time. Each character might give you a Fossilized Bone in exchange for a favorable gift, and they might not. Saving your game before trading is a wise idea, because you may have to redo it several dozen times. If all three Fossilized Bones are obtained in item trades, these can be used in the subterranean corridor under the Oni Sacred Place to unlock the skeletal hands and reveal the location of the necklace. When the Black Necklace is worn, Jubei performs a Critical Hit every time! However, a large portion of Jubei's life is drained with each successful kill. But think of it this way, you should have no trouble scoring high on the Critical Hit scale for your ranking!

HIDDEN ITEMS

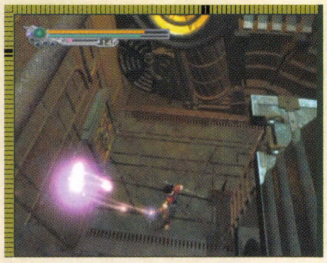
With a very high alliance with Magoichi, the gun team captain will help Jubei destroy a rocky location near the Lightning Dragon Shrine, and the Green Necklace is found. When worn, this will reveal the locations of Demon Treasure Boxes buried in the ground that contain secret items!

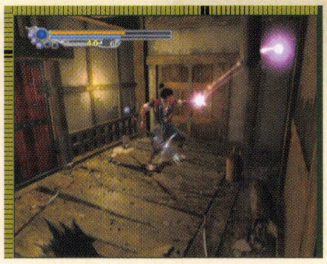
HIDDEN ITEM LOCATIONS

NO	ROOM	ITEM	NOTES
1	Yagyu Village: Dragon Pond	Secret Medicine	Near Green Necklace location
2	Oni Place: Fog Bridge	N. Bullets x10	Third section down
3	Gifu Lake: Star Tower	N. Bullets x10	Near fence entrance
4	Castle Gifu: Evil Gate Ruins	Perfect Medicine	Near Fortinbras' gate
5	Castle Gifu: Well Room	Special M. Liquid	Behind well
6	Castle Gifu: Tunnel	Super M. Liquid	Tunnel to west courtyard
7	Castle Gifu: Coal Room	N. Bullets x10	Near coal chute
8	Demon Cave: East Path	N. Bullets x10	3rd cave to the east, in niche
9	Gifu Lake: Mountain Path	Medicine	Near breakable stone lantern
10	Oni Place: Fossil Passage	Secret Medicine	By east door
11	Oni Place: Maze Corridors	N. Bullets x10	Northeast corner of maze
12	Oni Place: Treasure Storage	Medicine	Near throne
13	Oni Place: Furnace	Secret Medicine	On entrance platform
14	Oni Genbu: Cargo Hold	Medicine	In exit alcove
15	Castle Gifu: 4F Hallway	Medicine	Right at entry point

HIDDEN SOULS

Once the Orange Necklace is obtained from the father and son in the Imasho Town variety store, equip this item in the Armor menu. While worn, this magic token reveals hidden soul clusters scattered throughout the game. Here is a list of all the hidden soul cluster locations in *Onimusha 2*. They are listed in the order by which you can find them after obtaining the Orange Necklace during the third visit to Imasho. Just equip the Orange Necklace in any of these locations, and the soul cluster will appear!

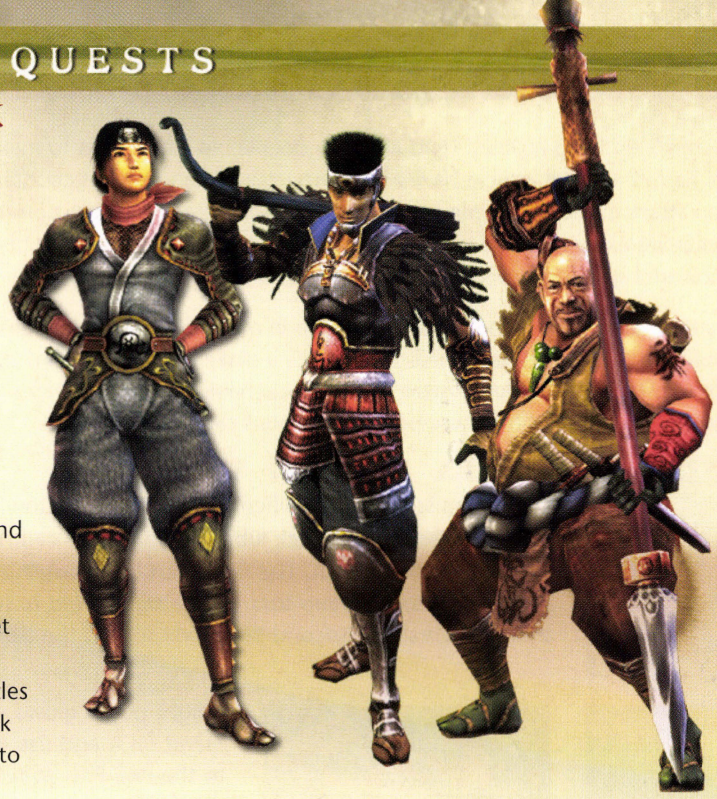




HIDDEN SOUL LOCATIONS

NO	ROOM	NOTES
1	Imasho Town: Mine Entrance	Near guard post
2	Gold Mine: Entrance	Near save point
3	Gold Mine: Gold Storage	Above exit
4	Gold Mine: Northwest Storage	Northeast corner
5	Yagyu Village: Open Space	Above house entrance
6	Yagyu Village: Dragon Pond	Above Lighting Dragon Shrine
7	Fog Valley: Log Bridge	Near north exit
8	Fog Valley: Path	Above Wind Dragon Shrine
9	Fog Valley: Rocky Cave Entry	East side of center ramp
10	Fog Valley: Mountain Stream	Near broken rope ladder
11	Fog Valley: Rocky Cave 1	Above Gerohone, near save point
12	Fog Valley: Poison Gas Trap	Center section of poison cave
13	Oni Place: Shore	East side
14	Oni Place: Grand Hall	Above Earth Dragon Shrine
15	Oni Place: Sulfuric Acid Pond	Floating near iron maiden
16	Oni Place: Lower Water Room	Above Gerohone, behind yellow Mozun
17	Oni Place: Parcel Room	High over north exit
18	Oni Place: Robot Factory	Near west alcove
19	Gifu Lake: Star Tower	Northwest corner of tower roof
20	Gifu Lake: Star Tower Ramp	In space at center of tower
21	Gifu Lake: Tower Passage	Outside East Tearoom
22	Castle Gifu: Courtyard	Above sealed west door
23	Castle Gifu: Dragon Tail	Center of spiraling ramp
24	Castle Gifu: Destroyed Room	Near left exit
25	Castle Gifu: Evil Gate Ruins	Alcove behind Fortinbras' gates
26	Castle Gifu: West Commons	Above servant's quarters
27	Castle Gifu: Entrance (Upper)	Far east side of balcony
28	Demon Cave: West Path	Center of third cave
29	Demon Cave: Drawbridge	East side of drawbridge
30	Demon Cave: East Storage	Near Great Powder Tube location
31	Gifu Lake: Lakefront Shore	Over eastern gate
32	Gifu Lake: Boat Dock	Floating over middle of lake
33	Gifu Lake: Lakehouse Passage	Above the two petrified men
34	Oni Place: Blood Pond	Right side of the door
35	Oni Place: Fossil Passage	Center of corridor
36	Oni Place: Coliseum	Left wing of demon horseman statue
37	Oni Genbu: Engine Room	Starboard end, opposite of puzzle
38	Castle Gifu: Roof	Off the east end of the roof

SIDE QUESTS



Aside from Jubei and Oyu, there are three other playable characters in *Onimusha 2: Samurai's Destiny*. Kotaro, Magoichi, and Ekei become playable for a short time if you are successful at trading a certain amount of items with them.

When these characters take over, the events and path of the game become much different and there are also new items for them to find. These Side Quest descriptions will help you get accustomed to the abrupt changes in combat style. It also describes how to solve some puzzles that only these men encounter. With good luck in the Gift Exchange market, you can play up to four different characters in one game!

KOTARO

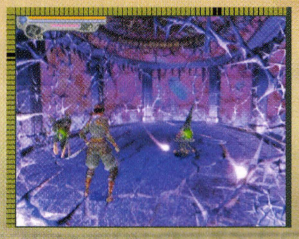
You can play as Kotaro if you can trade eight or more items in a row that get favorable reactions from him. You can improve your changes by obtaining and handing over Kotaro's Keimyo Hachimaki, Gabishi, and Hien Kyahan. He doesn't have to become your main ally to become playable either. It's important to play as Kotaro during each adventure so that you can access all 41 levels of the Phantom Realm and achieve a better overall ranking for your game.

If you are already heavily allied with another character, all you need to do to play as Kotaro is purchase his items from the Imasho Town store and give them to him. You may possibly need to have one or two more favorable trades.

PLAYING AS KOTARO

Kotaro fights with a set of ninja-style knives called Kunai. Alone, each knife doesn't cause much damage, but with Kotaro's lightning-fast attack speed it's very easy to slash apart an opponent in no time at all. Less effort is required if you can obtain the Gabishi from the Imasho Town store and give them to Kotaro.

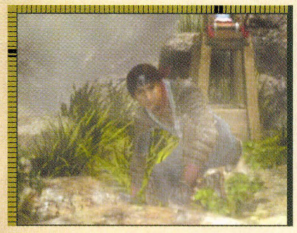
Flying enemies, such as Gyaran, are best dealt with using Kotaro's plentiful supply of Shuriken. Because these weapons basically stun other enemies, save them for creatures that are just out of reach. Although you can launch five Shuriken at a time, the number of them remaining refers specifically to the number of these attacks that Kotaro can perform.



Kotaro doesn't fight with weapons alone. When performing his Backflip Kick (hold R1, Up + □ at close range to foe), Kotaro knocks the enemy to the ground causing significant damage. If Jubei gives the Hien Kyahan to Kotaro before his mission starts, then Kotaro can kill enemies this way! He is the only character who can kill with a kick attack.

You can't top Kotaro's dodging abilities! Hold R1 and double tap left or right to make Kotaro cartwheel out of harm's way. His attacks have a tendency to avoid an enemy's counterstrikes. This means that if you attack at the same time as a foe, Kotaro will more likely score non-refundable damage on all enemies except for Bazu. Still, only use Herbs to heal Kotaro during his mission, so that the more powerful stuff is reserved for Jubei.

To execute the stealth attack, press the △ button; keep in mind that it depletes some of Kotaro's Magic Meter. During this attack, Kotaro sheds his skin like a snake and becomes invisible. While enemies attempt to attack the old skin, Kotaro can sneak up behind enemies for stealth attacks. Don't get cocky, because some of the more powerful demons can still see Kotaro!



NINJA IN FOG VALLEY

Kotaro's mission begins when Jubei moves into the forest and realizes he is lost. The ninja's skills have enabled him to track Jubei this far, so he can rescue the samurai even though he's trapped in the demons' illusion. The first black box contains the **Blue Bracelet**, which enables Kotaro to absorb and collect souls that can be transferred to Jubei later. Slash up to the top of the cliffs area and break the second black box to find the **Red Wedge**.

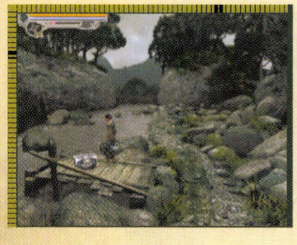
A light portal glows on the ground next to the log bridge. Stand on it and use the Red Wedge to open the entrance to the Red Phantom Realm. Kotaro must brave all five easy levels of the Red Phantom Realm, because a key item vital to rescuing Jubei is located on the fifth level. Kotaro's most powerful weapon is also located on the fifth level!

RED PHANTOM REALM LEVELS

LVL	ENEMIES	ITEMS
1	Jaido	None
2	Joda, Musaido	None
3	Bajaido	Medicine
4	Zedan, Bajaido	None (Triple-charge attacks!)
5	Gaidorozu, Musaido	Roga-Kunai,
		Blue Wedge,
		Red Stone Pole

KOTARO'S PATH

Returning from the Phantom Realm with the required items, continue across the log bridge to the area of the Wind Dragon shrine. After besting several Musaido, examine the area to the right of the warning sign to make Kotaro leap up the cliffs to a mountain stream area.



Kill the school of Battooyaka demons and open the black box on the dock to obtain Kotaro's best armor, the **Stealth Costume**. Continue through the thicket to reach the marshland area, where more aquatic demons seek Kotaro's life. A large tribal pole blocks the north entrance to the lost forest, and Kotaro only has one of the pieces required to remove it. The other item is located in the Blue Phantom Realm, located beyond the doors north of the marsh.

The entrance to the Blue Phantom Realm is east of the crushing trap. Use the Blue Wedge to open the path. You can also solve the Trick Treasure Box in the alcove on the west end of the area, and thereby obtain the **Senpumaru Secret** for Jubei *before* the second Ginghamphatts battle!

KOTARO VERSUS THE HYUKAN

When facing the metal-armored Hyukan, use Kotaro's Backflip Kick (hold R1, Up + □ at close range) to knock them upside down with their innards exposed. Then simply do a Running Slash at the enemy (while running, press □) to easily kill it!

RED PHANTOM REALM LEVELS

LVL	ENEMIES	ITEMS	NOTES
1	Gyaran, Bazu	None	Use Shuriken on both!
2	Hyukan	None	Use Backflip Kick!
3	Hyukan, Gazoresu	Medicine	Stealth Attacks rule!
4	Oowashya, Bazu	None	Use Shuriken on Bazu!
5	Oowashya, Barawashya	Blue Stone Pole	Triple-charge attacks!

TRICK TREASURE BOX
FOG VALLEY

*You only need two moves to open the Trick Treasure Box in the western alcove outside the crushing trap room. You receive the **Senpumaru Secret** for successfully doing so.*

Use the left arrow on the bottom row.

Use the middle arrow on the right side.

KOTARO ARRIVES

Head back to the marsh area and clear out the quasi-fish demons again. Insert the Blue Stone Pole and the Red Stone Pole into the demon totem blocking the exit. Head into the lost forest to search for Jubei.

As the Bazu roll ahead of the Oowashya, use Kotaro's remaining Shuriken to knock them off their feet. Slide forward as you triple-charge an attack, and let the Oowashya have it. This makes the Bazu much easier to defeat.

Kotaro then rescues the samurai from the clutches of Jujudormah. Or not? Enjoy the end of Kotaro's side quest, as the Blue Bracelet transfers all of the souls Kotaro collected to Jubei.

MAGOICHI

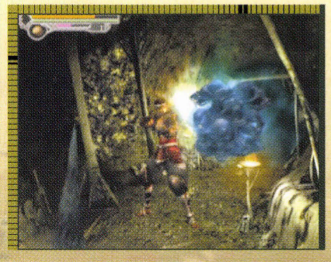
After forming a fairly solid alliance with Magoichi, he will become a playable character in the Demon Caves area for a time. Magoichi doesn't have to be your best ally, you just need to have over a dozen favorable Gift Exchanges with him. It's possible to play as Magoichi and not see hardly any of his scenario events at all!

PLAYING AS MAGOICHI

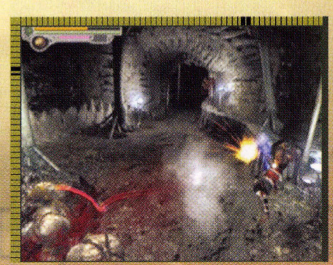
Obtaining the privilege of playing as Magoichi isn't too difficult, but mastering Magoichi in combat can be challenging. The gun team captain's moves are quite unlike any other character. If you can't adjust quickly, the harsh creatures in the Demon Cave will end your side quest very quickly.

A full list of Magoichi's combat moves is in the "Characters" chapter, so familiarize yourself with them immediately. He only uses guns in combination with a small Combat Knife. Magoichi can run while firing a weapon, but gunfire will rarely knock down an enemy. To maximize your efforts, use the Combat Knife in combination with the guns. While standing still, press □ to make Magoichi strike outward with the knife. After a successful thrust, quickly press □ again to follow the jab with a quick gun blast.

Magoichi's kick is also extremely effective, so use it often. When standing at extremely close range to an enemy, press Down + □ to make Magoichi double-kick the enemy high into the air. If the gun master is in no immediate danger, stand over the prone enemy and press □ to finish the fight with the Combat Knife.



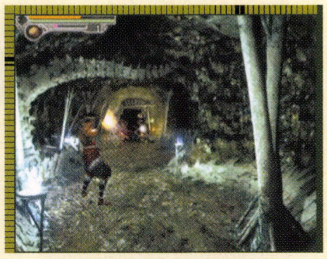
Magoichi is equipped with 30 Flash Bombs, which stun all enemies within his immediate vicinity. Don't hesitate to use one if Magoichi gets surrounded on all sides. The resulting blast will knock enemies to the ground. Use this opportunity to run to a safer location.



Magoichi's single-charged attack is only sufficient at knocking an enemy back some distance. The only way to make Magoichi's journey easier is to double and triple-charge attacks. A double-charged attack combines the efficiency of Magoichi's kick with a powered gun blast—all while the enemy is in midair! Use Magoichi's triple-charged attack whenever the enemies won't stop coming, because he begins firing high-powered blasts in all directions, taking out multiple enemies!

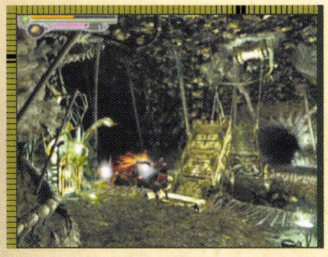
To use Magoichi's power blast attack, press the △ button. Remember that this attack depletes some of his magic energy. When the equipped weapon glows orange in color, hold R1, tap □, and then hold it. This makes Magoichi blast the room in rapid-fire style, without the usual pauses between blast attacks. If you purchased the Goraishinki at the Imasho Town shop, then Magoichi's magic attack will leave no enemy standing! Don't be afraid to use it often, until you get better acquainted with Magoichi's regular fighting style.

DESPERATE MISSION IN THE DEMON CAVES



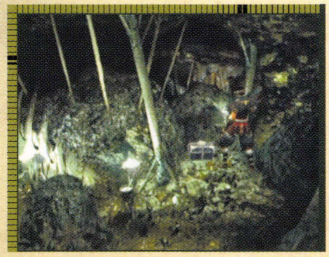
After automatically receiving **Tokichiro's Memo #2**, open the black box on the east side of the room to receive the **Green Bracelet**. Now Magoichi can inject souls and transfer them to Jubei later. Head south further into the caves, fighting the Joda and Gyaran enemies. The best way for Magoichi to fight Joda is to kick them to the ground, then stab them with his Combat Knife.

Stay near the entrance of the next section and shoot the Bajaido Archer and Gyaran at the far end. Watch out for a second sniper positioned on the right.

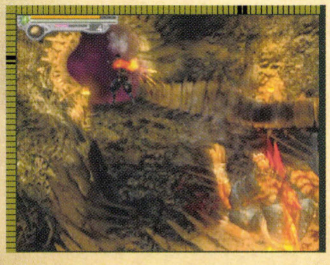


DRAWBRIDGE SHOWDOWN

After blasting through the next winding passage full of Hyukans, Magoichi must fight off Bajaido and destroy a Gerohone situated on top of the controls to the drawbridge. Use Magoichi's magic power to blast the Gerohone. With the area clear, use the switch to lower the drawbridge and cross to the west side.



Beyond the Magic Mirror and the petrified man is a black box containing new **Rasha Gloves** for Magoichi. Equip them and open the red box for the **Demon Cave Map**. Continue east to fight Dorahyukan and Gyaran enemies and then curve north.



MAGOICHI'S ULTIMATE ENCOUNTER

The next cave remains sealed off at both ends until you can defeat the Barawashya and the numerous Bazu that materialize in this cave. Steer away from the machinery, because it explodes when struck by Magoichi or the enemies. To make it through alive remain near the entrance, use Magoichi's magic to charge up his gun, and blast away at the enemies offscreen. Once the Barawashya is down, Magoichi may still be surrounded by Bazu. Use a triple-charged attack to take out enemies in all directions at once.

Proceed north. Again, remain near the entrance of the next cave and shoot into the room to take out Oda Bodyguards in the center of the next chamber. Close-quarters contact isn't Magoichi's specialty against such swift foes.

PETRIFACTION SOLUTION

The black box in the final area contains Magoichi's **Flamethrower + Fuel**, which can deflect the attacks of Hyukan and Bazu creatures. The red box contains the **Great Powder Tube**, which you can use to cure Jubei. The north exit is blocked by a green Mozun seal, so return back through the caves to the beginning.

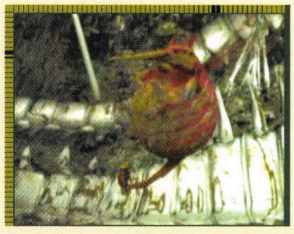
*Use the Great Powder on the petrified man in the south cave near the Magic Mirror to receive a **Medicine**.*

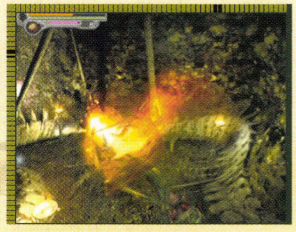
ADJUSTING TO THE FLAMETHROWER

The Flamethrower is great at stopping the rolling attacks of Bazu and blasting Hyukans and Dorahyukans from a distance. However, its great weight negates the ability to charge attacks or even dodge. You can only walk forward and backward very slowly. Don't let the fire burn too long, or Magoichi's blazer will start sputtering.

ONE LAST FRUSTRATION

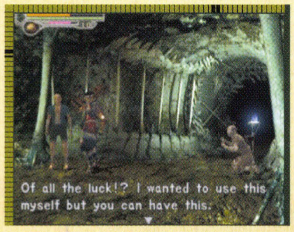
When Magoichi returns to the drawbridge area, a Ketyara snatches the Great Powder Tube. You must kill it even though Bajaido enemies materialize in the area. You can only kill the Ketyara by charging up Magoichi's attacks. Remember that the character can't auto-target this transparent foe.





The easiest way to kill the floating transparent monster is to equip the Flamethrower, use Magoichi's magic, and hit it with continuous fire. The Ketyara squeals each time it gets hit. If the monster disappears from the area, continue west into the curvy chamber for another chance to hit it. If it manages to escape from that area, it will return to the drawbridge section. When you get the Great Powder back, continue to the entrance where Jubei's statue is located.

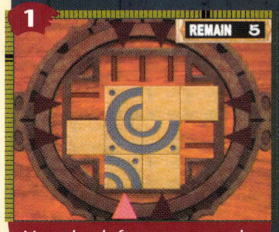
If you like playing as Magoichi, you can use him to restore all the men in the caves who are turned to stone. At the entrance, restore the man on the left (behind Jubei) to receive a **Medicine**. Leave the samurai alone for the moment, and cross back through the area where the Magic Mirror stands.



Restore the man blocking the entrance to the cave west of the top Magic Mirror location to receive a **Secret Medicine**. Just beyond this man is a Trick Treasure Box. There's an **Herb** in the red box on the other side of the room.

TRICK TREASURE BOX
DEMON CAVES

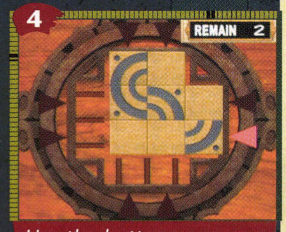
*It takes five moves to open the only Trick Treasure Box in the Demon Caves. You receive the **Power Jewel** for doing so.*



Use the left arrow on the bottom row.

Use the bottom arrow on the left side.

Use the right arrow on the bottom row.



Use the bottom arrow on the right side.

Use the left arrow on the top row.

PASSING OF THE POWDER

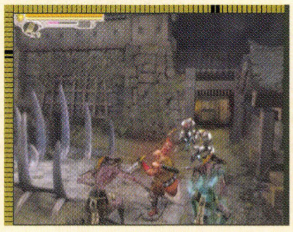
When you're ready, return to the first cave section and use the Great Powder Tube to transform Jubei from stone back to flesh. After doing so, the Great Powder Tube, all the health items Magoichi found, and the Green Bracelet will pass to the samurai.

EKEI

To play as Ekei of the Hozoin fighting monk order, you must be heavily allied with him. Your alliance level doesn't need to reach the bonding level, but you can only be certain to play as him if your alliance reaches the plateau.

The difficulty in obtaining the privilege of playing as Ekei is due to his personality; he is just generally harder to be friends with. The character swap will have an even higher chance of taking place if you offer him Gifts such as the Calligraphy Kit, the Naughty Novel, the Houtengeki spear, the Fudo Leg Guard, and the Ashura Garment. Also, undertaking the brief mission to find the pickpocket woman and getting back Ekei's Broken Bell assures you a place in his graces.

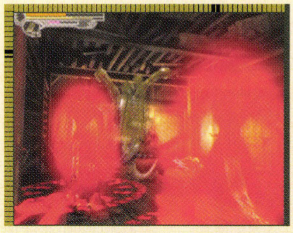
PLAYING AS EKEI



Ekei comes equipped with the Normal Spear, which operates much the same as the Hyoujin-Yari. However, you'll suffer much less frustration by purchasing the powerful Houtengeki spear and giving it to Ekei before leaving Imasho for the last time. Ekei's Uppercut (hold R1, Up + □ at close range) is fierce, but his kick (Down + □) is very weak. A complete list of Ekei's combat moves is listed in the "Characters" chapter.

Ekei's sub-weapon is the Charm and he starts with 30 of them. Press L2 to make Ekei toss a Charm at the nearest enemy, causing the paper-like item to stick to the demon. With the Charm in place, press L2 again to detonate it. If Ekei suffers damage, however, the Charm might disappear before you can detonate it. The blast from a Charm is powerful enough to knock an enemy on its back, thus enabling you to finish them off with a skewering. Save the Charms for larger enemies, and avoid using them when surrounded.

The Hozoin monk's girth prevents him from attacking as quickly as Jubei, Oyu, or Kotaro. Therefore, Ekei employs a way of rendering enemies prone or paralyzed at his mercy. When surrounded by enemies on all sides, press the △ button to make Ekei freeze all the enemies around him with his paralysis magic. Save this for dire situations, and be warned that paralysis magic has no effect on wall-mounted demons, robotic enemies, or bosses.

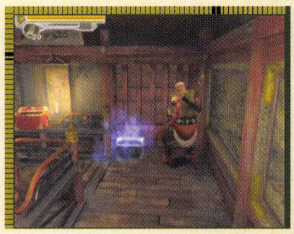


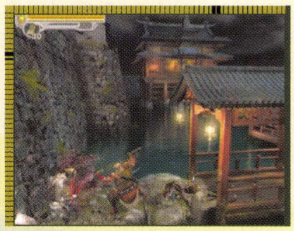
Paralysis enables Ekei to finally gain the upper hand!

COMPROMISING POSITION

Ekei arrives just in time to chuckle at Jubei's misfortune. It seems that the samurai is locked within the star tower in the Gifu Castle: East Area. Although Ekei is proud to mock Jubei openly, he promises to find the key to release him.

Head west from the star tower and collect the Gifu East Area Map from the red box. Only Ekei can open the black box nearby, which contains the Yellow Bracelet. Ekei cannot collect any demon souls without this item. After freeing Jubei from confinement, all the souls contained in this magical item will transfer to the samurai.



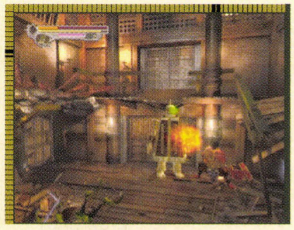


THROWING YOUR WEIGHT AROUND

Continue northward out to the lake bridge and defeat the Bajaido lizardmen near the entrance. Joda ninjas will attack Ekei near the western door. The hefty monk is too slow to fight these creatures as well as Jubei, so slide in close to them and use Ekei's powerful uppercut to knock them on their backsides. Then slide a short distance away and perform Ekei's Finishing Skewer.

Grab the **Cherry Key** at the top of the slope before unlocking the door and entering the Gifu Castle courtyard. Before entering the castle keep proper, descend into the underground tunnel and run down the spiraling dragon's tail ramp. Open the black box at the bottom to receive a **Medicine**.

Remember when you passed this black box long ago? Only Ekei can open it.



STRATEGIC PERFECTION OF THE HOZOIN

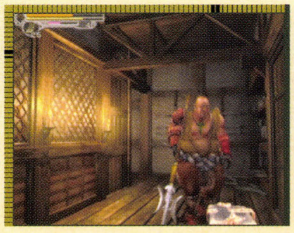
No hero's welcome awaits Ekei inside the castle keep. While Jaido enemies will tax your nerves, the Dorogando will prove more than a handful. His paralysis magic is useless against this non-living enemy, so triple-charge attacks and combine them with Ekei's Secret Technique (Down, Up + □) to maximize damage. The paralysis spell will prevent the insignificant Jaido from attacking, but focus on the Dorogando.

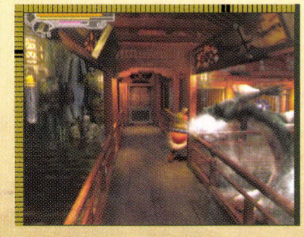
Don't take risks; escape through the door on the right!

Things don't get much easier when Ekei steps into the room to face a Gerohone door demon and several Bajaido lizards. Allow us to unveil a little perspective: The items that Ekei requires are located through the door on the right, and exploring the rest of the castle is a waste of time. It's in your best interest to ignore the Gerohone (which is also impervious to Ekei's magic) and use the Cherry Key to unlock the east door.

A DEMON KING'S RANSOM

Open the black box to get Ekei's **Nioh Protector**. Around the corner in the bedroom are the **Crescent Key** in a red box, the **Human As Food** document, and **Artwork #12**.





EKEI AND THE SEA DEMONS

Return to the eastern area's lake bridge and use the Crescent Key to unlock the north door. Charge straight across the next bridge section, as Battooyako sea demons attempt to catch Ekei in an acid spit crossfire.

The lakefront area could be quite a trap for Ekei. As he is engaged in struggles with the charging Battooyako from the beach, more swimmers will remain offshore and fire their spit attacks. If Ekei gets cornered, use his paralysis spell to gain some leverage. Otherwise, get across this area as fast as possible.

TRICK TREASURE BOX
GIFU CASTLE 1F BEDROOM

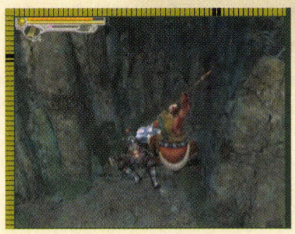
*It takes three moves to open the Trick Treasure Box in the first floor bedroom. You receive a **Magic Jewel** for Jubei for doing so.*

Use the middle arrow on the left side.

Use the left arrow on the top row.

Use the top arrow on the right side.

ANTI-ARCHER METHODS



Wait patiently for the Oda Bodyguards to pursue Ekei out of the Archers' range.

Proceed up the mountain path and smash the stone lantern to reveal a **Medicine**. Circle the waterfall region by sliding forward, triple-charging an attack all the while. Unleash the attack on the first Oda Bodyguard, and slide backward to avoid damage. There are two Oda Archers on the roof; if Ekei moves too far underneath the waterfall, he will be in their range. As the second Oda Bodyguard approaches, unleash another triple-charged attack.

Patience and good blocking is the key to outsmarting the Archers.

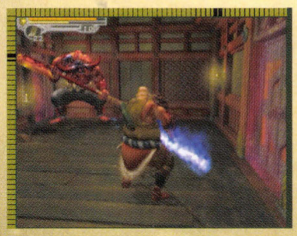
With the ground clear run forward past the waterfall so that the perched archers are in view, and defend against the volley of arrows. In the meantime, use a Charm to destroy one archer. Then block another arrow, and use another Charm. Locate the black box in the hollow underneath the waterfall to receive the **Halberd**, Ekei's most powerful weapon.

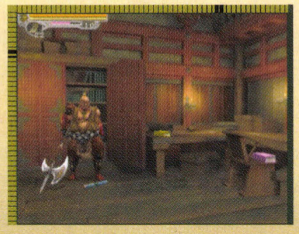
NIGHT CROSSING

Recharge Ekei's magic meter inside the boathouse and pick up the **Hunting Schedule** on the bench for Jubei to read later. Descend the steps and board the boat to cross the lake.

Run past any Oda Bodyguards that materialize on the docking platform or stairs, and move to a position between the first two Oda Archers at the top. Use Ekei's paralysis spell to keep them from shooting, and run over to the third Archer and kill it. Now dispose of the remaining enemies on the docks and enter the lake house.

Position Ekei on the lower deck or the upper deck, but never on the stairs in between.



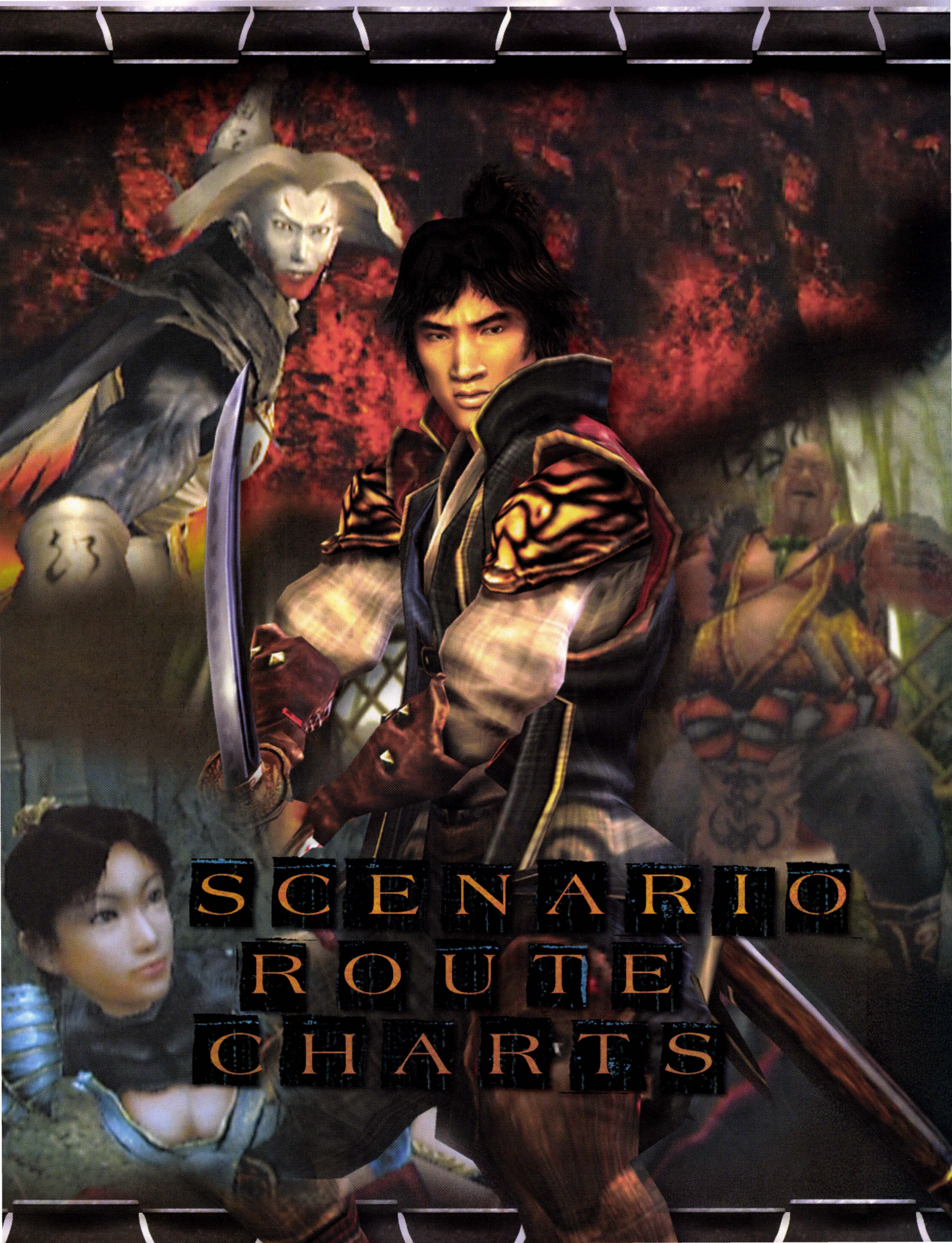


FINAL STRUGGLE

Ekei's greatest combat challenge yet drops out of the air. The Barawashya's lateral axe swings will go right over Ekei's head if he is moving or attacking at that exact moment. Also, note that the paralysis spell will only knock the giant backward momentarily. Use this and Charms in case you get caught in the corner, charge up attacks, and use Ekei's Secret combo.

When defeated, the Barawashya will surely release enough yellow energy to fully restore Ekei. The beast also drops the **Snake Key**. Before you return to the tower to free Jubei, collect the **Artwork #13**, the **Golden Evil Statue** book, and the **Fortinbras Book**.

Return to the star tower where Jubei is trapped to make Ekei transfer all the items he found, as well as his Yellow Bracelet to Jubei. After vowing to repay the huckster, Jubei is free to continue his mission once again.



SCENARIO ROUTE CHARTS

COMPLETE SCENARIO ROUTE CHARTS

After completing a game, you can view the Scenario Route from the Special Features Menu. Getting Oyu's extra costume is dependent upon viewing all 100% of the Scenario Route. Use these charts to determine which events are missing from your Scenario Route and how to view them.

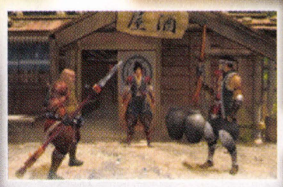
Chapter 1-1: Evil Attack on Yagyu Village.

Chapter 2-1: Eerie Monsters.

Chapter 2-3-1: Kotaro Goes Ahead.

Chapter 2-7: Meeting Kotaro 2.

Introduction: Deadly Attack by Oda's Army.



Chapter 1-5: Meeting Ekei and Magoichi.

Chapter 2-5: Meeting Ginghamphatts.

Chapter 2-10-2: Magoichi Talks about Ekei.

SCENARIO ROUTE KEY

COLOR	CHARACTER
Purple	Jubei. Occurs automatically during every game.
Red	Oyu. Counts toward her percentage.
Blue	Kotaro. Counts toward his percentage.
Green	Magoichi. Counts toward his percentage.
Yellow	Ekei. Counts toward his percentage.
Yellow/Green	Counts toward Ekei and Magoichi.

1. **Introduction/Deadly Attack by Oda's Army**
   Occurs automatically after beginning the game.
2. **Chapter 1-1/Evil Attack on Yagyu Village**
   Occurs automatically after beginning the game.
3. **Chapter 1-2/Meeting Takajo**
   Go to Yagyu Village: High Mansion.
4. **Chapter 1-3/A New Power**
   After NO.3 "Meeting Takajo," search the Dragon Shrine next to the Dragon-God Pond.
5. **Chapter 1-4/Meeting Oyu**
   Automatically occurs right after visiting the town of Imasho.

6 **Chapter 1-5/Meeting Ekei and Magoichi**
After being asked by the man at Imasho: Gold Mine Entrance to present your Mountain Permit, go to the Bar.

7 **Chapter 1-6/Meeting Kotaro**
After being asked by the man at Imasho: Gold Mine Entrance to present your Mountain Permit, talk to the two men in front of the blacksmith shop, then go to the second floor of the bar.

8 **Chapter 2-1/Eerie Monsters**
Go to the Gold Mine: Encounter Area.

9 **Chapter 2-2-1/Kotaro Helps Jubei**
While allied with Kotaro, defeat all the monsters at the Gold Mine: First Ancient Tunnel.

10 **Chapter 2-2-2/Magoichi Helps Jubei**
While allied with Magoichi above all, defeat all the monsters at the Gold Mine: First Ancient Tunnel.

11 **Chapter 2-2-3/Ekei Helps Jubei**
While allied with Ekei, or being allied with no one else, defeat all the monsters at the Gold Mine: First Ancient Tunnel.

12 **Chapter 2-3-1/Kotaro Goes Ahead**
Occurs after NO.9 "Kotaro Helps Jubei."

13 **Chapter 2-3-2/A Missing Baby (For Magoichi)**
Occurs after NO.10 "Magoichi Helps Jubei."

14 **Chapter 2-3-3/A Missing Baby (For Ekei)**
Occurs after NO.11 "Ekei Helps Jubei."

15 **Chapter 2-4-1/Kotaro Won't Listen to Jubei**
After NO.12 "Kotaro Goes Ahead," go to the Second Ancient Tunnel.

16 **Chapter 2-4-2/Dreams of Men**
After NO.13 "A Missing Baby (For Magoichi)," as well as NO.14 "A Missing Baby (For Ekei)," go to the Second Ancient Tunnel.

17 **Chapter 2-5/Meeting Ginghamphatts**
Go to the Gold Mine: Gold Room.

18 **Chapter 2-6/The Exhausted Factory Owner**
Talk to the fallen miner at the Gold Mine: Tunnel of No Return.

19 **Chapter 2-7/Meeting Kotaro 2**
When you haven't accessed NO.7 "Meeting Kotaro" after NO.18 "The Exhausted Factory Owner," go to the second floor of the Bar and talk to Kotaro.

20 **Chapter 2-8/Picture Map for Potassium Nitrate**
While best allied with Magoichi, speak with the merchant in the rear of the Bar after NO.18 "The Exhausted Factory Owner."

21 **Chapter 2-9/Search for the Woman Pickpocket**
While best allied with Ekei, speak with him in the Bar after NO.18 "The Exhausted Factory Owner."

22 **Chapter 2-10-1/Kotaro's Confession**
While allied best with Kotaro, arrive at Castle Gifu: Front Courtyard.

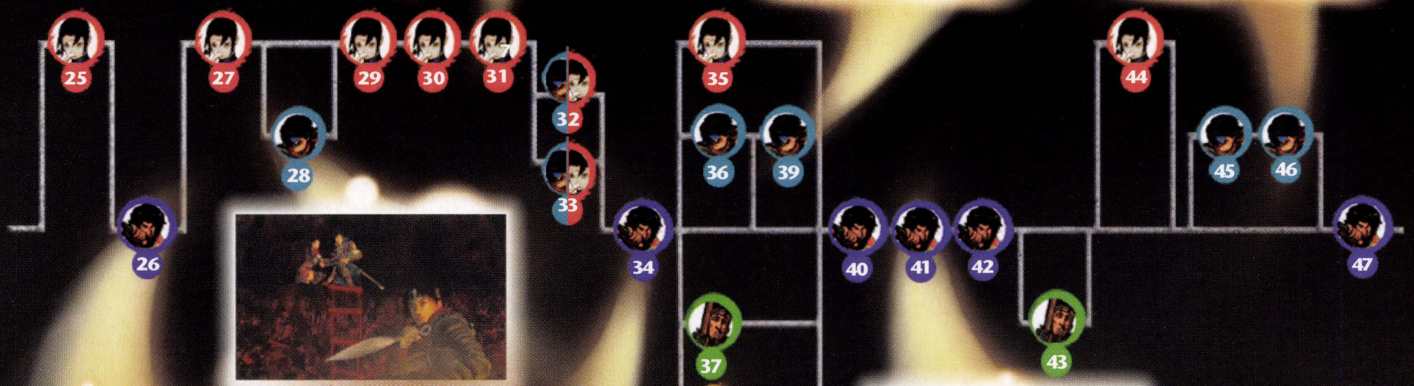
23 **Chapter 2-10-2/Magoichi Talks about Ekei**
While allied with Ekei or Magoichi, arrive at Castle Gifu: Front Courtyard.

24 **Chapter 2 – 11/The Digger's Baby is Found**
After NO.23 "Magoichi Talks about Ekei", defeat all the demons at Castle Gifu: 2F Passageway.

Chapter 3-7: Obtain the "Faith" Orb.

Chapter 4-3-2: Kotaro Spies on Oyu.

Chapter 5-4: Kotaro Saves Jubei.



Chapter 3-4: Kotaro Meets Oyu.

Chapter 3-2: Gogandantess Battle 1.

Chapter 4-1: Meeting Jujudormah.

Chapter 4-5: Mother & Father.

Chapter 4-2-4: Ekei Helps Jubei 2.

SCENARIO ROUTE KEY

COLOR	CHARACTER
Purple	Jubei. Occurs automatically during every game.
Red	Oyu. Counts toward her percentage.
Blue	Kotaro. Counts toward his percentage.
Green	Magoichi. Counts toward his percentage.
Yellow	Ekei. Counts toward his percentage.
Blue/Red	Counts toward Kotaro and Oyu.

25 Chapter 3-1/Meeting Tokichiro
Occurs automatically, right after entering Castle Gifu: North Room.

26 Chapter 3-2/Gogandantess Battle 1
Go to Castle Gifu: Lava Room.

27 Chapter 3-3/Oyu Assists Jubei
Occurs automatically after NO.26 "Gogandantess Battle 1."

28 Chapter 3-4/Kotaro Meets Oyu
Accessible after NO.27 "Oyu Assists Jubei" when your alliance with Kotaro is high.

29 Chapter 3-5/Obtain the "Faith" Orb
Speak with Oyu at Castle Gifu: Rear Garden.

30 Chapter 3-6/Ride an Iron Horse
Bearing the Faith Orb, check the object at Castle Gifu: Rear Garden.

31 Chapter 3-7/Obtain the "Faith" Orb
Occurs automatically after returning to the town of Imasho, after NO.30 "Ride an Iron Horse."

32 Chapter 3-8-1/Kotaro's Warning About Oyu
Occurs upon moving away from the horse stable, after NO.31 "Obtain the "Faith" Orb."

33 **Chapter 3-8-2/Meeting with Kotaro 3**
If you didn't meet Kotaro previously in NO.7 "Meeting with Kotaro" or NO.19 "Meeting with Kotaro 2," this occurs automatically after NO.32 "Kotaro's Warning About Oyu."

40 **Chapter 4-4/Takajo's End**
Go to Yagyu Village: Heian Mansion.

41 **Chapter 4-5/Mother & Father**
Occurs automatically after NO.40 "Takajo's End."

34 **Chapter 4-1/Meeting Jujudormah**
After trading items with or talking to your companions at the Bar, speak with the woman waiting at the exhibit in the commons.

35 **Chapter 4-2-1/Oyu Helps Jubei**
While best allied at this point with Oyu, go to Yagyu Village: Dragon Road.

36 **Chapter 4-2-2/Kotaro Helps Jubei 2**
While best allied at this point with Kotaro, go to Yagyu Village: Dragon Road.

37 **Chapter 4-2-3/Magoichi Helps Jubei 2**
While best allied at this point with Magoichi, go to Yagyu Village: Dragon Road.

38 **Chapter 4-2-4/Ekei Helps Jubei 2**
While best allied with Ekei, go to Yagyu Village: Dragon Road.

39 **Chapter 4-3-2/Kotaro Spies on Oyu**
Occurs automatically after NO.36 "Kotaro Helps Jubei 2."

42 **Chapter 4-6/The Oath**
Occurs automatically after NO.41 "Mother & Father."

43 **Chapter 5-1/Magoichi Gives a Bomb**
While best allied with Magoichi, go to the Dragon Pond and speak with Magoichi after NO.42 "The Oath."

44 **Chapter 5-2/Jubei and Oyu Talk by Fireside**
Somewhat allied with Oyu, go to Yagyu Village: North Courtyard.

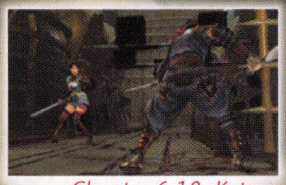
45 **Chapter 5-3/Kotaro with Firm Friendship**
While heavily allied with Kotaro, get lost at Fog Valley: The Lost Forest.

46 **Chapter 5-4/Kotaro Saves Jubei**
Occurs automatically after NO.45 "Kotaro with Firm Friendship."

47 **Chapter 5-5/Jujudormah and Ginghamphatts**
Escape from Fog Valley: The Lost Forest.

Chapter 5-7-2: Kotaro's Pigeon.

Chapter 6-8: Oyu Hesitates in Speaking.


Chapter 6-10: Kotaro Doesn't Open Up to Oyu.

Chapter 5-9: A Last Kiss of Jujudormah.

Chapter 6-4: Oyu Hands the Sacred Flute.

Chapter 6-7: Ekei's Weakness.

Chapter 5-6: Reasons to Fight.

Chapter 5-11: To Oni's Sacred Place.

SCENARIO ROUTE KEY	
COLOR	CHARACTER
Purple	Jubei. Occurs automatically during every game.
Red	Oyu. Counts toward her percentage.
Blue	Kotaro. Counts toward his percentage.
Green	Magoichi. Counts toward his percentage.
Yellow	Ekei. Counts toward his percentage.
Yellow/Green	Counts toward Ekei and Magoichi.
Blue/Red	Counts toward Kotaro and Oyu.

48 Chapter 5-6/Reasons to Fight
While allied with Ekei or Magoichi, go to Fog Valley: Marsh Land after NO.47 "Jujudormah and Ginghamphatts."

49 Chapter 5-7-1/Fencing Lessons for Oyu
While best allied with Oyu, speak with her in the thicket after NO.47 "Jujudormah and Ginghamphatts."

50 Chapter 5-7-2/Kotaro's Pigeon
While most allied with Kotaro, speak with him in the thicket after NO.47 "Jujudormah and Ginghamphatts." Then find the Oowashya eating the bird in the Fog Valley: Mountain Stream area and speak to Kotaro again.

51 Chapter 5-8/Magoichi Shoots a Cannon
While most allied with Magoichi, go to the central area of the marsh in the Fog Valley: Marsh Land and defend Magoichi until he fires the cannon.

52 Chapter 5-9/A Last Kiss of Jujudormah
Occurs automatically at Fog Valley: Rocky Caverns 1.

53 Chapter 5-10/Jump Over a Cliff
Run to the back of the poisonous gas tunnel after NO.52 "A Last Kiss of Jujudormah."

54 **Chapter 5-11/To Oni's Sacred Place**
After NO.53 "Jump Over a Cliff," check the golden object and insert the Honesty Orb.

55 **Chapter 6-1/Gogandantess Battle 2**
Occurs automatically after NO.54 "To Oni's Sacred Place."

56 **Chapter 6-2/Takajo's Advice**
During NO.55 "Gogandantess Battle 2," constantly fight Gogandantess for several moments.

62 **Chapter 6-8/Oyu Hesitates in Speaking**
While best allied with Oyu, after obtaining the Circle Key talk to Oyu in the hallway when returning to the Entrance Hall.

63 **Chapter 6-9/Tokichiro Sets a Trap for Magoichi**
While highly allied with Magoichi or Ekei, obtain the Circle Key or the Golden Key and proceed to Oni Sacred Place: Entrance Hall.

57 **Chapter 6-3/Oyu Finds the Sacred Flute**
Make your way across the Fog Bridge and defeat the Barawashya.

58 **Chapter 6-4/Oyu Hands the Sacred Flute**
After NO.57 "Oyu Finds the Sacred Flute," return to Oni Sacred Place: Shore.

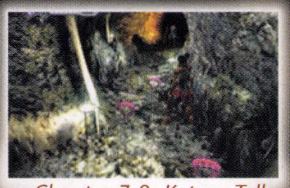
59 **Chapter 6-5/Ekei Finds a Hidden Room**
While most allied with Ekei, go to the room in which you hear a voice saying "I don't understand this" and go to the area opposite the ladder.

60 **Chapter 6-6/Kotaro Uncovers Oyu's Secret**
While highly allied with both Kotaro and Oyu, go to Oni Sacred Place: Sulfuric Acid Pond.

61 **Chapter 6-7/Ekei's Weakness**
While best allied with Ekei, when you enter the corridor before the upper part of the Water Room, Ekei is more afraid of mice than enemies.

64 **Chapter 6-10/Kotaro's Doesn't Open Up to Oyu**
After NO.60 "Kotaro Uncovers Oyu's Secret," go to the Package Transport Area.

Chapter 7-3: Kotaro Uses a Fuma Bomb.



Chapter 7-9: Kotaro Tells How to Avoid Traps.

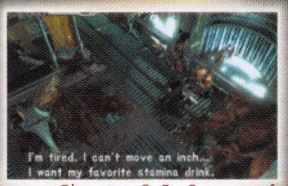
Chapter 7-11: Jubei Helps Oyu.

Chapter 7-1: Ekei Does a Favor for Jubei.

Chapter 7-5: Magoichi Works to Help Jubei.

Chapter 7-7: Magoichi Releases Jubei.

Chapter 8-1: Magoichi's Pride.



Chapter 8-3: Source of Vitality for Ekei.

65 Chapter 7-1/Ekei Does a Favor for Jubei
While most allied with Ekei, check the door to the Star Tower at Castle Gifu.

66 Chapter 7-2/Ekei and Jubei Talk
After NO.65 "Ekei Does a Favor for Jubei," obtain the Snake Key and use it on the door to Castle Gifu: Star Tower.

67 Chapter 7-3/Kotaro Uses a Fuma Bomb
While best allied with Kotaro, go to Castle Gifu: Grand Hall (First Floor).

68 Chapter 7-4/Magoichi Hands a Gun to Jubei
While most allied with Magoichi, go to the East Area Lake Bridge at Castle Gifu.

69 Chapter 7-5/Magoichi Works to Help Jubei
Heavily allied with Magoichi, enter the Demon Cave: Petrified Miner's Room.

70 Chapter 7-6/Magoichi Finds Great Powder Tube
After NO.69 "Magoichi Works to Help Jubei," obtain the Great Powder Tube from the item box in Demon Cave.

SCENARIO ROUTE KEY

COLOR	CHARACTER
Purple	Jubei. Occurs automatically during every game.
Red	Oyu. Counts toward her percentage.
Blue	Kotaro. Counts toward his percentage.
Green	Magoichi. Counts toward his percentage.
Yellow	Ekei. Counts toward his percentage.
Yellow/Green	Counts toward Ekei and Magoichi.

71 **Chapter 7-7/Magoichi Releases Jubei**
After NO.70 "Magoichi Finds the Great Powder Tube," return to where the petrified Jubei is located and use the Great Powder Tube.

72 **Chapter 7-8/Kotaro Finds a Hidden Door**
While best allied with Kotaro, go to the central area of Demon Cave.

73 **Chapter 7-9/Kotaro Tells How to Avoid Traps**
After NO.72 "Kotaro Finds a Hidden Door," proceed even deeper.

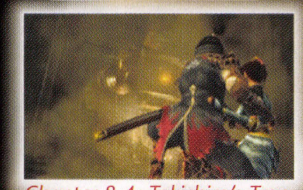
74 **Chapter 7-10/Magoichi Tells the Truth**
While allied with Ekei or Magoichi, go to Gifu East Area: Lakefront after obtaining the Great Powder Tube.

75 **Chapter 7-11/Jubei Helps Oyu**
While most allied with Oyu, go to Gifu East Area: Waterfall.

76 **Chapter 8-1/Magoichi's Pride**
While most allied with Magoichi, speak with Magoichi in the small room in front of the Coliseum at Oni Sacred Place: Underground Passage and answer "Sword."

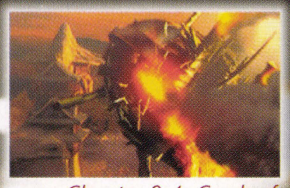
77 **Chapter 8-2/Release at the Risk of a Life**
Most allied with Oyu, after obtaining the Scarlet Key at Oni Sacred Place, go to the passage before the room in which the Battoyaka Genma attack from the floor.

78 **Chapter 8-3/Source of Vitality for Ekei**
While most allied with Ekei, speak to him in Oni Sacred Place: Fan Device Room. Find the Stamina Drink and bring it to him.



Chapter 8-4: Tokichiro's Trap.

Chapter 8-8: Chase the Flying Boat.



Chapter 9-4: Crash of Flying Boat.

Chapter 10-6-1: A World for Two.

Chapter 8-6: Gogandantess Final Battle.

Chapter 10-1-2: Ekei's Last Moment.

Chapter 10-4-1: Ginghamphatts' Final Moment.

Chapter 10-8: Advent of Golden Evil Statue.

SCENARIO ROUTE KEY

COLOR	CHARACTER
Purple	Jubei. Occurs automatically during every game.
Red	Oyu. Counts toward her percentage.
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Green	Magoichi. Counts toward his percentage.
Yellow	Ekei. Counts toward his percentage.
Yellow/Green	Counts toward Ekei and Magoichi.
Blue/Red	Counts toward Kotaro and Oyu.

79 Chapter 8-4/Tokichiro's Trap
Use the Scarlet Key on the door at the back of the Underground Passage at Oni Sacred Place, and proceed a short distance into the room.

80 Chapter 8-5/From Oyu to Oichi
Occurs automatically after NO.79 "Tokichiro's Trap."

81 Chapter 8-6/Gogandantess Final Battle
After NO.80 "From Oyu to Oichi," continue to the end of the corridor and enter the door.

82 Chapter 8-7/Ancient Flying Boat Flies
After NO.81 "Gogandantess Final Battle," check the statue at the rear of the first floor at Oni Sacred Place and insert the Respect Orb.

83 Chapter 8-8/Chase the Flying Boat
After NO.82 "Ancient Flying Boat Flies," check the Glider.

84 Chapter 9-1/Battle with Tokichiro
Go to Oni Genbu: Control Room.

85 Chapter 9-2/Attack of Oda's Horse Soldiers
Occurs automatically after NO.84 "Battle with Tokichiro."

86 Chapter 9-3/Ruin of Oda's Horse Soldiers
Check the shimmering red panel in the Oni Genbu: Control Room.

87 Chapter 9-4/Crash of Flying Boat
Occurs automatically after NO.86 "Ruin of Oda's Horse Soldiers."

88 Chapter 10-1-1/Parting for Ekei
While best allied with Ekei, after NO.87 "Crash of Flying Boat," enter the door in the hallway.

89 Chapter 10-1-2/Ekei's Last Moment
While not allied with Ekei at all, after NO.87 "Crash of Flying Boat," enter the door in the hallway.

90 Chapter 10-2/Ginghamphatts' Final Battle
Climb the ladder inside the Demon Base.

91 Chapter 10-3/Kotaro's Tragedy
While most allied with Kotaro, this scene occurs after NO.90 "Ginghamphatts' Final Battle."

92 Chapter 10-4-1/Ginghamphatts' Final Moment
Without triggering NO.93 "Parting for Magoichi," defeat Ginghamphatts.

93 Chapter 10-4-2/Parting for Magoichi
While best allied with Magoichi, deliver a small amount of damage to Ginghamphatts.

94 Chapter 10-5/Kotaro's Last Moment
After triggering NO.91 "Kotaro's Tragedy," occurs automatically after NO.92 "Ginghamphatts Final Moment."

95 Chapter 10-6-1/A World for Two
While heavily allied with Oyu, use the Strength Orb beside the elevator in the Demon Base.

96 Chapter 10-6-2/Their Lines Crossed
Hardly allied with Oyu at all, use the Strength Orb beside the elevator in the Demon Base.

97 Chapter 10-7/Battle Against Nobunaga
Occurs automatically after either NO.95 "A World for Two," or NO.96 "Their Lines Crossed."

98 Chapter 10-8/Advent of Golden Evil Statue
Defeat Nobunaga.

99 Chapter 10-9/Settlement
Defeat the Golden Evil Statue.

100 Final Chapter/Love & Sorrow
Occurs automatically after NO.99 "Settlement."

BOOKS, JOURNALS, & MESSAGES

PLAY INSTRUCTIONS

ABSORBING SOULS
Press and then hold the ○ button to absorb the Souls that emerge after defeating the demons.

SOUL TYPES
Red Soul: It will enhance your Weapon and Armor.
Blue Soul: It will recover your Magic Power.
Yellow Soul: It will recover your vitality.
Purple Soul: It will transform you into the Onimusha.

ENHANCEMENT
Look into a Magic Mirror and then select "ENHANCEMENT" to enter the Enhancement Screen.
Here you can use your Red Souls to enhance your Weapon and Armor.

MAGIC ATTACK
After you have equipped a Magic Weapon, press the △ button to perform a Magic Spell.
Remember, using a Magic Spell consumes some of your Magic Power.

ONIMUSHA TRANSFORMATION
Collect five Purple Souls to become an Onimusha for a small amount of time.

CHARGED ATTACK
After you have equipped a Magic Weapon, while tightly holding the R1 button, press the □ button to perform a Charged Attack.

ACQUIRED TECHNIQUES
By obtaining an Esoteric Book or a Book of Secrets, you can acquire a new technique.

GIFT EXCHANGE
Give a Gift to certain characters and you can expect something helpful in return.
A mark will appear on the lower right side of the screen when you approach certain characters.
When you see this, press the Start button to enter the sub screen and choose Gift.
Select "GIVE" to offer the Gift to the character. Remember, you can only give "Gift" items.

DEMON WALL SCROLL
Location: Gold Mines, West Cave, Near Trick Treasure Box

To find this demon, is to find a mysterious door. The strange and nasty demon named Mozun guards this type of door. A pupil of Guildenstern created the Mozun from bright moss under the ground.

There are several types of Mozun and their sole reason for existence is to prevent an invasion. No human is allowed to enter through the door which a Mozun guards. However, certain magical weapons have been known to work well against the mighty Mozun.

FORTINBRAS BOOK
Location: Castle Gifu East Area, Lakehouse

Although Lord Nobunaga was killed in Okehazama, he rose from the dead by the power of the demons. With the help of Fortinbras, Nobunaga tried to exterminate the Saito clan of Mino province. But, the Oni warrior, Samanosuke Akechi, stopped this evil plan. When the king of the demons, Fortinbras, met his untimely fate at Inabayama Castle, the schemes of Nobunaga also apparently died. No one could have imagined that Fortinbras would be defeated, but Nobunaga saved the demon world.

Although Nobunaga was originally a human, Fortinbras chose him wisely and soon Nobunaga created order from the chaos and became king of the demons. He destroyed the Saito clan of Mino province and is now ready to conquer the entire country.

JUJUDORMAH'S DIARY
Location: Fog Valley, Rocky Caves 1, Near Save Point

January 10th, 1573 (Ground calendar)
Oh my dearest Lord Nobunaga. You were so beautiful today, with your pretty hair and gorgeous body. Lord Nobunaga, Oh, my Lord Nobunaga! How cute you are!

From the moment I gazed upon your well-toned and sensual body lying lifelessly before Guildenstern, I knew that you had captured more than just my heart! I willingly and lovingly devote my heart, mind, soul and body to you, Lord Nobunaga! I know that you can sense my feelings by telepathy, and yet you do not even glance at me. Why? Why!? WHY!? How shy you must be! But that just makes me love you more. Maybe you think that I am too beautiful and dazzling for you? Beauty like mine can often be a crutch, I suppose…

ONI'S SACRED PLACE

Location: Fog Valley, Rocky Cave 2, Beside Save Point Near Waverider

Somewhere in the ocean lies a solitary island wrapped in dense fog, this is known as the Sacred Place of the Oni clan. There, a floating castle resides where the Oni clan once thrived.

One day, the demons fearing that the relationship between Oni clan and Yagyu clan would become too strong, attacked the Oni clan and finally located the Sacred Place of the Oni clan. A young swordsman of the demons and three evil soldiers ventured into the Sacred Place and destroyed all of them.

After that, it is said that the demons had been making use of the Sacred Place by remodeling the inside of the island. As the waves are violent and it is windy, no one can reach the island by ship. However, there was a vehicle that the Oni clan would ride to cross the sea. Before the Oni were defeated they predicted that, "A hundred years from now, a hero of Oni origin will come to the Sacred Place."

ONI'S SUPER WEAPON

Location: Oni Sacred Place, Sulfuric Acid Pond

The chief of Yagyu clan, who has been descended from the Oni clan, tried hard to maintain control of the demons. The Oni clan use their entire resources to create a great power, known as the "ONI GENBU," in the Sacred Place. Although the demons attacked and destroyed the Oni clan for the "ONI GENBU," the Oni clan was able to hide the "ONI GENBU."

It is still hidden deep inside the island. It is said that the one who has the blood of Oni can obtain this great "ONI GENBU."

LIFT INSTRUCTIONS

Location: Oni Sacred Place, Western Lift Room

REPAIR REQUEST
Despite repeated requests, the lift device has not been fixed. This is completely unacceptable. In fact it's downright outrageous! I told you that the ceiling fan didn't work because there was no wind! What is the matter with you!? If Lord Nobunaga hears about this, you'll regret not listening to me! Now get to work!

Respectfully yours,

Tokichiro Kinoshita

GOGANDANTESS SHIELD

Location: Oni Sacred Place, Passage to the Boiler Room

Gogandantess, he is the greatest swordsman of all the demons. He moves gracefully like a dancer, yet strong like a storm. His shield defense is almost impregnable.

Only the "Sacred Flute" has a chance to defeat his incredible shield. And only a swordsman who has the blood of the Oni can play the "Sacred Flute."

FIVE ONI ORBS

Location: Gold Mines, Southwestern Chamber, near Hyoujin-Yari

I am a descendant of Oniichi-Hogan clan, who was famous for their Yin-Yang mastery and strategy in Kyoto during the Heian period.

The Oniichi-Hogan clan has an Oni ancestry and it is said that a founder of Oniichi-Hogan was entrusted with five orbs of the Oni clan. The Five Oni Orbs are secret orbs that will give a great power to the one who would fight against the demon.

The five orbs are Charity, Faith, Honesty, Respect, and Strength.

We, who took over the Oniichi-Hogan clan, have been looking for the Five Oni Orbs for generations. I finally found the Charity Orb in this gold mine. However the demons are all around me and I will not be able to make it back alive. Therefore I have hidden the Charity Orb, and have left this memo for a brave warrior to find. You must find all of the Five Oni Orbs and defeat demons…

Signed,

The thirteenth Oniichi-Hogan

DEMONS' HISTORY

Location: Castle Gifu, Dry Well

THE DEMON HISTORY

The birth of the demon clan began many years ago. It is said that the king of the demons, Fortinbras, was born in the chaos of the universe and that he created the demon clan.

Then, Fortinbras created humans to be food for the demons. Humans call demons words like "evil" or "monsters," yet very few of them know what demons truly are. The demons and humans came to an arrangement over time, where the demons would provide science and technology and in return received sacrifices from the humans.

There was, however, a clan of Oni in Zipangu in the Far East, which had lived there before the humans were born. This clan refused the will and ways of the demons. And so, the battle between the demons and the Oni clan ensued and lasted for a long time. But in the end, the demons won and the Oni clan was annihilated. However, it is said that magic weapons, which could destroy the demons, are hidden in the dragon in Zipangu…

HUNTING SCHEDULE

Location: Castle Gifu East Area, Boathouse

RECRUITMENT FOR SHINGEN TAKEDA OF KAI PROVINCE

EXPECTED DATE: March, 1573 (Ground calendar)

Those who enter will receive five hundred human bodies as a special bonus. Registration ends on the full moon in February, or when the list fills. The following is a tentative schedule for after the Takeda hunt:

August, 1573: Echizen Odani castle
March, 1574: Ishiyama Hongan Temple
September, 1574: Ise Nagashima
December, 1574: Kishu Saiga

This schedule is subject to change based upon the performance of the Takeda hunt.

HUMAN AS FOOD
Location: Castle Gifu, First Floor Bedroom

Creating the best ingredients has been a long and painstaking mission of mine for many years. However, I have never found a way to evade the cruelty of the process. It's strange, but if you allow humans to roam free in their space, they will eventually fight with each other over territory and not over food. On the other hand, it is difficult to raise humans in a small area. What is most difficult though, is having to eliminate the human leaders of these fights in order to preserve our stock of humans. And now, it has come to my attention that some demons believe that the free-range humans are better than the raised one. I must admit that I have found a difference in the firmness of the humans who are captured, as opposed to the ones we raise ourselves. Being an accomplished cook, I can tell the difference when I slice open the human body.

As far as I can remember, the best ingredient I have ever used would have to be Tairano Masakado. This human broke his contract with the demons, and therefore was soon set on the table of Fortinbras to feast upon. I had heard that Masakado also killed many humans and that it was recorded in human history. Maybe there is a connection to the quality of the human and their personality. I don't know, but I will continue to research this possibility.

GOLDEN EVIL STATUE
Location: Castle Gifu East Area, Lakehouse

As of today, the Golden Evil Statue is complete. This statue is made up of roughly 6,000 tons of gold. When I first saw the design specification, I could not understand why Lord Nobunaga wanted this statue. But now I understand and am confident that the statue shines with a dignity that will allow everyone to worship it. This statue is a testament to the greatness of our Lord Nobunaga. While Fortinbras tried to rule the humans with force, Nobunaga understands that worship works better. Under his rule, we have enjoyed many ceremonies and sacrifices. This statue will allow us to gain even more of these ceremonies and sacrifices from the humans. Lord Nobunaga is a genius.

TOKICHIRO'S DIARY
Location: Castle Gifu East Area, Eastern Tearoom

January 4th.

I'm so impressed with what my Lord has done these past few days. Recently he has killed not only the monks, but also the women and children at Hieizan. He has no feelings or morals when it comes to the lives of humans. And now, it is perfectly obvious to me Odani castle will fall. Who else could conquer the entire country, except for my Lord? I am so happy with myself for deciding to serve my Lord. If I follow my Lord, I will become rich beyond my dreams…

GUILDENSTERN LETTER
Location: Oni Sacred Place, Torture Chamber, Near Magic Fountain

Dear Lord Nobunaga,

I'm wondering if you approve of the Golden Evil Statue that was completed the other day. As one of the best engineers of the demon world, I designed and directed it according to your plan. It is my opinion that the late king Fortinbras would never have thought of such a perfect idea. I enjoyed the project very much. If you have any other requests, please keep me in mind. I promise that I will devote my heart and soul to any project you send my way.

Your loyal servant,

Guildenstern

TOKICHIRO'S MEMO #1
Location: *Oni Sacred Place, Green Light Path Shrine*

Recently my Lord has become extremely busy with managing the demons, planning human hunts, visiting the worksite of the Sacred Place, and constructing the tower of Gifu castle. Since I am just a human, it was too difficult to be everywhere with my Lord. But thanks to my Lord's brilliant piece of equipment called the Light Path, I can instantly travel between the Sacred Place and Gifu castle. Now I can travel and devote my full services to my Lord.

Signed,

Tokichiro Kinoshita

TOKICHIRO'S MEMO #2
Locations: *Demon Cave, Found Automatically When Playing as Magoichi, or Found Near South Save Point*

The Petrifaction Bullet that Guildenstern created is an astounding weapon. Anyone who is hit by this bullet becomes frozen like a stone statue. Then they can easily be crushed into pieces and scattered, or they can be displayed like a nice ornament.

As a precaution, Guildenstern created Great Powder, which counteracts the bullet's effect. He placed the Great Powder inside a bamboo tube. There is nothing to fear with a weapon this magnificent. Guildenstern is an evil genius!

Signed,

Tokichiro Kinoshita

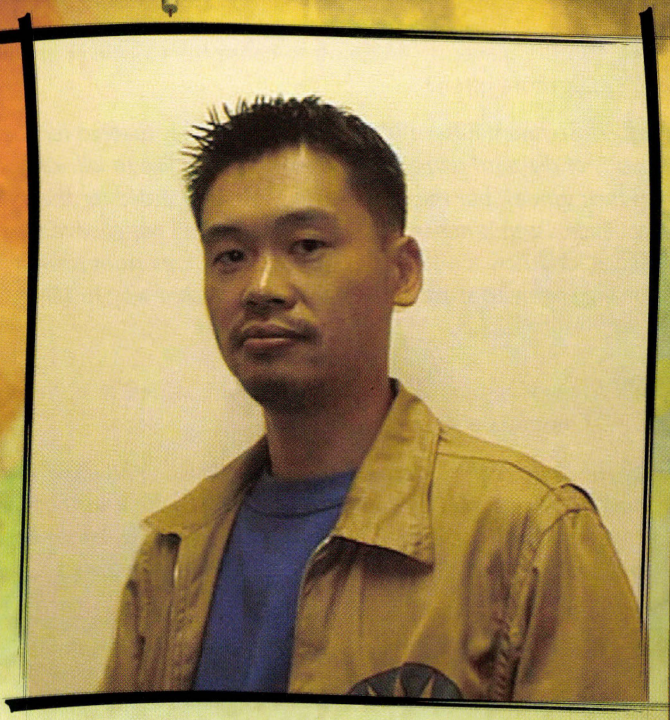
TOKICHIRO'S MEMO #3
Location: *Castle Gifu, Fourth Floor Hallway, Near Destroyed Stairs*

I am a genius!
I made the guard on the keep tower have a scale of fabulous fish so that the humans, the Oni clan, and even demons will not be able to enter the Demon Base.

Signed,

Tokichiro Kinoshita

During E3 2002, we had the tremendous pleasure of meeting Keiji Inafune, Producer of Onimusha 2: Samurai's Destiny. *With questions in hand, we sought to get the insight on everything from gameplay mechanics to the game's background history. We were pleasantly surprised by some of the revelations, and think you will be too. We also gained an even greater respect for Mr. Inafune in the process. We wish to extend our thanks to everyone at Capcom who made this interview possible, and a sincere thanks to Mr. Inafune for sharing so much information about this incredible game.*



KEIJI INAFUNE, PRODUCER

Q How long was Onimusha 2 in production? Is the length of time you've spent developing the game relatively long or short by industry standards?

KI *Onimusha 2 was started approximately 10 months prior to the release of the original Onimusha: Warlords in Japan in 2000, before we knew for sure whether the game would be a hit or not. We took a gamble.*

Q We've been playing the Japanese version of Onimusha 2: Samurai's Destiny. It is the most innovative action game to be released in a long time. Congratulations on its superior design.

KI *Thank you.*

Q How has Onimusha 2 been received in Japan?

KI *Onimusha 2 has sold 1 million units in Japan at a much faster rate than the first game did. Onimusha 1 and 2 are two of the five PS2 titles to break 1 million sales in Japan!*

Q The opening CG cinematic is quite astonishing and amazing. Can you give us an idea of how much a computer-animated movie of such length costs to make, and how long it takes to render the whole thing?

KI *Thank you. The CG movies from the game are begun long before the actual game is created, and then the game is built to match the quality of the CG. The cost of the CG animation alone is enough to make another entire game.*

Q The inclusion of multiple sub-characters adds a great deal to the gameplay and replay-ability of the game. What was the motivating factor behind adding these characters? Do you have a favorite sub-character?

KI *In the first game, playing as Kaede was too limited. We wanted to offer many options for the gamer. It also adds more scenes and dialogue. I suppose Magoichi is my favorite character in the game, because he's a really good friend to Jubei even though he's hard to use (to play as). Kotaro is much easier to use, but he's harder to be friends with.*

Q To unlock all of one character's scenario requires that you trade almost all of your items with that character alone. Yet some of the best trading items are gained by trading back and forth between multiple characters, acting as a go-between middleman. What is the best strategy for trading items: To trade them all with one character, or trade with all the characters in the same game while favoring one or two people more than the others?

KI *There is no strategy. The item trading system was developed to cater to the personality of the player. The player should give items to the characters based on their perceptions of that person, what they think that character would like, what would suit them best. The personality of the character usually indicates strong clues about what they want Jubei to give them. Therefore, the gaming experience is truly in the hands of the player. A person who is not an experienced gamer will be left to think about how to play the game better the next time around. Trading depends on how the player wants to play the game and the situation.*

Q Can the player do anything to cause the Critical Flash Hit to occur more often?

KI *Mastering the Issen (Critical Flash) attack is tailored for the tastes of die-hard gamers. Americans typically like to kill, kill, kill in their games, but the Japanese like to be rewarded for their patience. Issen is dependent on the timing and patience of the player, and how far away the enemy is. It is important to wait for the enemy to strike and strike back in such a way to kill them instantly.*

Q What gameplay elements, if any, were added to enhance the gaming experience?

KI *The item trading, more characters to play as, and improvements to the Issen (Critical Flash) mode. We made it so that the player could kill one enemy or multiple enemies in a row by correctly doing the Issen attack. It all depends on the player's patience.*

Q Was there anything you wanted to include in the game that didn't make it? Should we expect to see it appear in Onimusha 3?

KI *Yes there was, and it's a secret. Must wait for Onimusha 3!*

Q Sometimes a game is edited for content or length before it is released in the US or the western regions. Are there any plans at this time to edit some portions of the game, or will the entire game be identical to the Japanese version?

KI *American gamers will play the same game that was released in Japan. There will be no differences, except that there is a bonus "making of the CG" video that is unlocked in the US version. But, yes, the game is identical.*

Q Will the US version of the game include all the extras on the Japanese disc, such as the making-of videos, and the concept art gallery?

KI *Yes, there will be no differences. The music video from the Japanese version will not be released in the US, because Americans have no idea who Hotei (a Japanese rock star) is.*

Q Is the history of Oda Nobunaga and the Sengoku Jidai period something that is commonly taught in Japanese schools?

KI *Yes, it is taught in Japan and Nobunaga is someone all Japanese people know about. He is revered like your (President) Lincoln, but the details of his life are only studied by a few. The game lets people see all of this.*

Q If Oda Nobunaga is considered to be one of Japan's greatest leaders, why is he the villain in the Onimusha series?

KI *In Japan, Nobunaga is considered a great person in history because he was one of the people who tried to unify the country. But through the process of unification, he had to do a great many bad things, kill many people. But in spite of this, he unified Japan. So we have a different view on it.*

Q If Tokichiro truly goes on to become Hideoshi Toyotomi, one of Japan's mightiest rulers, why is he such a comical character in the Onimusha series?

KI *In Japanese history, he is described as being "monkey-like" in appearance. He was very funny, he liked to make people laugh. He was also a deep thinker and very motivated.*

Q Who is that character in the Onimusha 3 teaser, Samanosuke? Will either Samanosuke or Jubei return for the next game?

KI *<laughs> Don't ask, that's a secret. It can't be revealed. <grins> Americans will enjoy Onimusha 3 the most!*

Q Will Onimusha 3 be the final chapter in the saga?

KI *Definitely.*

Q Is there anything you can reveal to your loyal fans about Onimusha 3 that no one else knows about?

KI *Nobunaga will be back in Onimusha 3. Nobunaga was killed in the year in which Onimusha 3 begins. Other than that, it's a secret. American gamers especially will like Onimusha 3, because it will feature characters from around the world.*

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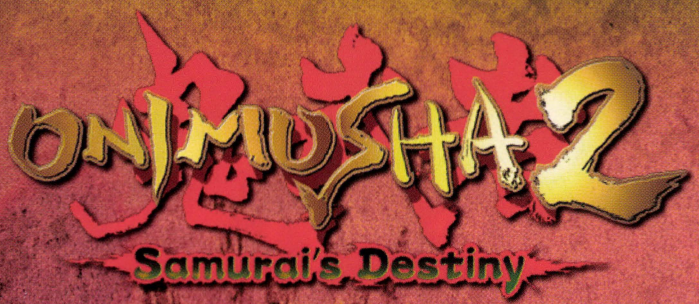

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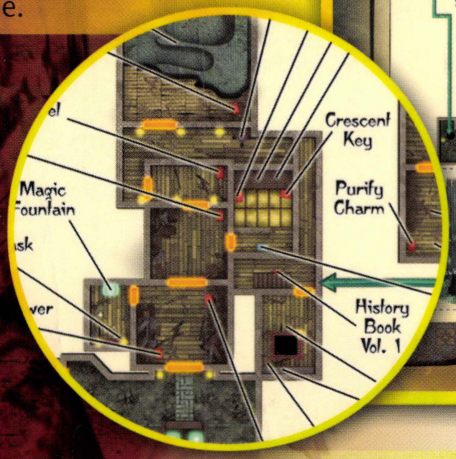

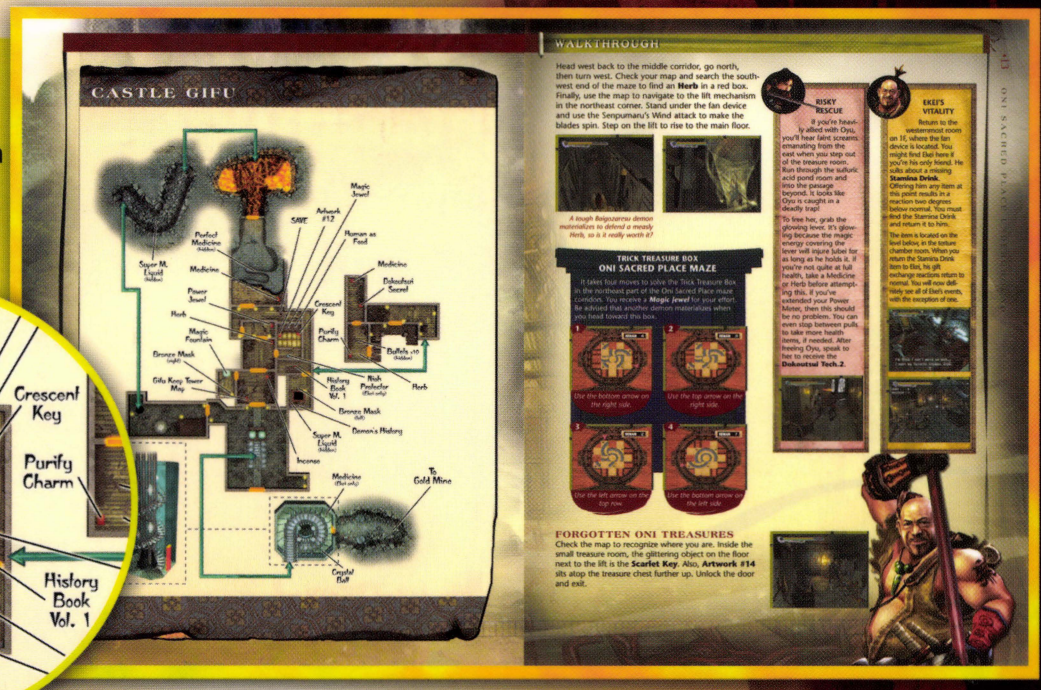

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